

[Coffee shop] Steve, wallet, door E, alley W.

take wallet. pay Steve. W. [Alley] officer, number (exit N) N (end)

take uniform. wear it. N [Front of shop] 1) Talk to man 2) Exit

look at number (not the number) 104

Pieces of eden
Att
Only 3 rooms

10) 104 (win)

seems to change into tiger, mouse, beama shepherd, & human (have to be human initiated)
(change into (animal)) Y want to escape.

The Perfect Spy

[End of Hall] door S, scientist, N W (W+6) {cant go any dir}

change into tiger => [3-Way Intersection] W/E/S

W [West Hall] broom closet S, E/W. W => [Intersection] change to E/W (cant get past as tiger) change to human.

change to mouse. W [West end of Hll] keypad door. use red keycard on door. {doesn't work}

// N of Intersection (as mouse) -> [Security Acept] electric felt, blue keypad on a guard // {cant go e from Intersection except as mouse}

// e of 3 way, [East end of Hll] gate above, door (locked) // use blue keypad on door.

// dont guard. take blue keypad. S. W. change into human. [Inside a Hole] wires, N/S

W => [Robert Room] toolbox. (panel taken from N wall) change into mouse

x wires (you) take your. N (cat!) change into human. throw ball of yarn north. (or throw your work)

n [Side Alley] N (win)

Transaction details - Each transaction in the current batch is listed here in the order that they were received by the Authorize.Net system. Only transactions that are "voidable" will have the void option available.
Transactions that are declined (for whatever reason) are NOT stored by the Authorize.Net system with one exception: transactions that are contained in a defined text file that you uploaded for processing by the Authorize.Net system will be stored and reported by the Authorize.Net system.

been settled. Batches are automatically settled by the system 4:30 PM and 8:30 PM Pacific time (PST) each business day. To view a list of transactions that are pending settlement, simply select the "Batch Settlement" button. You will be prompted to confirm the action. Once you click the "Batch Settlement" button, you will be returned to the "Batch Settlement" screen.

