End Game, teamer instructions: JÓN

Character: Your own Chicago character, "Junior". During the game the hotel director will be assisting Don Don (Peter) in his office. Don don will be directing the operation of framing FBI and placing out false evidence. You are his second in command.

Where will you be: In Don Don's office, in **BERLIN.** You and Peter will arrange the room on beforehand to an office – desk, chairs, maybe some piece of art, writing utensils...

What will you do: You will have two tasks.

1) Help Peter. You will let in the PCs to the office, only one group at a time. Keep an eye on the line forming outside the office, if it gets very long you might want to recommend to the people to go look for work elsewhere. If Peter needs to get some message to some other teamer, it will be your job to deliver it by running there yourself. You might also need to keep contact between Peter and the other end game teamers (Julia & Jostein). All in all, just be there for your don ;)
2) If you have nothing better to do, you can give out Side Quests to PCs. This is also a good thing to do, if the line is getting too long. You can ask any group passing by if they want to help you with some things, but they are allowed to refuse. They are, however, not allowed to choose which task they want to do, either they take the one you offer or then they don't take any at all. You can be flexible and nice, but you don't have to. If the group is unable to fulfill a task, it can return it (but not without trying it first!)

When a group wants to do a task:

- Check that the whole group is present and that nobody is missing
- Take a look at their Task Check List. Each group will be carrying this with them. On the list you can see the group number, members of the group and what tasks they have been doing.
- Check that they don't have very many unfinished side quests going on, they shouldn't collect as many cards as possible, but do the tasks. Don't give out a new task if they already have more than 2 unfinished side quests (if they don't have VERY good reasons).
- Give out a task card. You can try to balance the game by giving difficult (level 3) cards for groups that have only done easy (level 1) tasks before, and vice versa. We hope that the PCs get to do as many Different tasks as possible during the game.
- Write the task name and number + your name in their Task Check List
- Give the PCs the task material, if there is any

! Try to give out every task at least once during the game.
! Every group can do the same task only once
! All tasks can be done many times (by different groups)
! Some tasks can be done by many groups at the same time. These tasks have multiple cards, that are marked 1/4, 2/2 etc. Try to avoid many groups doing the same task at the same time, but don't hesitate to use the option if there are no other good tasks to give out.
! You can try to keep track on how many groups you have out there, doing what tasks. But you don't have to

When a group wants to report for a finished task:

- Check that the whole group is present and that nobody is missing
- Confirm that they have indeed done the task.
- Check out the finished task on their Task Check List. Take back the task card.
- Give out a reward… If you want to! The reward can be some all-week-game –money, some random items (hobby material, piece of costume…), a vague promise (relevant or irrelevant for the game), answer to some question of theirs…

Negotiating:

- PCs are allowed to haggle for the tasks. They can try to agree on some reward before they accept any task. Be creative, be as stubborn or nice as you want to and feel is suitable. Let yourself be bribed if you feel like it etc etc. Play your character and enjoy ;)
- If they PCs ask you for something (some piece of information, some item they need for some other task) you can ask them for something in return. Maybe they need to do one of your tasks before you give the item to them? Or maybe you come up with something else small? Or maybe they need to pay you with all-week-game-money, chocolate or something. BUT you always have the alternative of just being nice and giving them what they want directly. You can also take a look at their Task Check List to see whether they have a lot of other things going on already. The point is to make the game nice, and challenging enough – not a swamp of tasks upon tasks upon tasks.

New tasks:

- You will get some empty task cards as well. You can come up with own, new tasks if you are bored ;) Try not to involve other teamers into these tasks, at least not very much, because they might be busy with own tasks. If you come up with a task that involves some other teamer, try to tell him/ her about it!
- The PCs can also propose some own tasks. It is up to you to approve of them or not. If the task sounds good, then write it (or let the group write it) on a task card, and use it as a normal task card.

Tasks from other teamers that You are involved in:

Some other teamers can give out tasks that involve you. These are:

20. Find a motive for FBI (given out by Peter) – PCs may come and ask you about the FBI agents or about the murder victim (or similar). You can tell them the following info: "Agent Scoulder asked me the other day if I'd had any suspicious guests lately."

59. Return what is mine (given out by Rieke) – PCs will try to get from you a necklace (that you once got from "Eva the Shark", the street dealer/hustler who now wants it back). Have it somewhere visible, you can trade for it or let it be stolen (if the PCs are good enough thieves).

PCs might come and ask for your fingerprints (given out by Chris)

There might be new tasks popping up during the game that involve you. Hopefully you get the information in time, otherwise you just have to improvise.

Your material:

- Read through your task cards before the game
- You will get the following material:

a pencil (for writing on task check lists, new task cards etc.)
some paper (for writing whatever you might want to write – contracts with PCs, keeping track of groups…)
your task cards
Empty task cards
a pile of A4 paper (for tasks 34 and 35)
a pile of A3 paper (for task 33)
necklaces (for task 59), have one at a time at hand, take a new one if one PC group gets one from you

Other teamers in the game:

Lübeck – Don Mascarpone (Den Haag)
Peter – Don Don (Berlin)
Brajda – Mama (helping Lübeck in Den Haag)
Julia – Romea (in jail, teamer's corridor)
Niko – Giulio (in jail, toilets under the Saal-building
Daniel – John O'Connor (guarding Niko, toilets under the Saal-building)
Christopher – Scoulder (Rittersaal)
Jostein – Mully (Table soccer room)
Schabi – dr. Samantha Stelling (Tea Kitchen/U-boot)
Rieke – Eva the Shark (Basement)
Liene – Psychic woman, Madame Ghenna (Adlerhorst)
Ole – Pizzeria keeper Mario ("Werkstatt")
Steffi – Honey (guarding Julia in teamer's corridor)

End Game, teamer instructions: LIENE

Character: A new character, Madame Ghenna. She is a psychic, astrologist and specialist in all kinds of supernatural stuff. Also, she is known to trade tea for reasonable prices…

Where will you be: In Adlerhorst. You may want to create an eerie atmosphere up there with candles, veils, mystical items etc… If nobody comes up to you, you can go around looking for PC groups. But try to keep an eye on Adlerhorst, you should be there if someone comes.

What will you do: You will give out Side Quests to PCs. You can ask any group passing by if they want to help you with some things, but they are allowed to refuse. They are, however, not allowed to choose which task they want to do, either they take the one you offer or then they don't take any at all. You can be flexible and nice, but you don't have to. If the group is unable to fulfill a task, it can return it (but not without trying it first!)

When a group wants to do a task:

- Check that the whole group is present and that nobody is missing
- Take a look at their Task Check List. Each group will be carrying this with them. On the list you can see the group number, members of the group and what tasks they have been doing.
- Check that they don't have very many unfinished side quests going on, they shouldn't collect as many cards as possible, but do the tasks. Don't give out a new task if they already have more than 2 unfinished side quests (if they don't have VERY good reasons).
- Give out a task card. You can try to balance the game by giving difficult (level 3) cards for groups that have only done easy (level 1) tasks before, and vice versa. We hope that the PCs get to do as many Different tasks as possible during the game.
- Write the task name and number + your name in their Task Check List
- Give the PCs the task material, if there is any

! Try to give out every task at least once during the game.
! Every group can do the same task only once
! All tasks can be done many times (by different groups)
! Some tasks can be done by many groups at the same time. These tasks have multiple cards, that are marked 1/4, 2/2 etc. Try to avoid many groups doing the same task at the same time, but don't hesitate to use the option if there are no other good tasks to give out.
! You can try to keep track on how many groups you have out there, doing what tasks. But you don't have to.

When a group wants to report for a finished task:

- Check that the whole group is present and that nobody is missing
- Confirm that they have indeed done the task.
- Check out the finished task on their Task Check List. Take back the task card.
- Give out a reward… If you want to! The reward can be some all-week-game –money, some random items (hobby material, piece of costume…), a vague promise (relevant or irrelevant for the game), answer to some question of theirs…

Negotiating:

- PCs are allowed to haggle for the tasks. They can try to agree on some reward before they accept any task. Be creative, be as stubborn or nice as you want to and feel is suitable. Let yourself be bribed if you feel like it etc etc. Play your character and enjoy ;)
- If they PCs ask you for something (some piece of information, some item they need for some other task) you can ask them for something in return. Maybe they need to do one of your tasks before you give the item to them? Or maybe you come up with something else small? Or maybe they need to pay you with all-week-game-money, chocolate or something. BUT you always have the alternative of just being nice and giving them what they want directly. You can also take a look at their Task Check List to see whether they have a lot of other things going on already. The point is to make the game nice, and challenging enough – not a swamp of tasks upon tasks upon tasks.

New tasks:

- You will get some empty task cards as well. You can come up with own, new tasks if you are bored ;) Try not to involve other teamers into these tasks, at least not very much, because they might be busy with own tasks. If you come up with a task that involves some other teamer, try to tell him/ her about it!

- The PCs can also propose some own tasks. It is up to you to approve of them or not. If the task sounds good, then write it (or let the group write it) on a task card, and use it as a normal task card.

Special notes on your tasks:

53. The PCs are supposed to place the gemstones on the right spots on the six pointed star. You have the right answer on another paper. When you give the task to the PCs, place the transparent stone (rock crystal) in the spot that has been marked for it, it's the only stone that should be in place when the PCs get the task.
55. If you run out of glass jars, give the PCs one with already a bug inside, and tell them that they need to free it first, it wasn't suitable as a familiar anyway
23. The tea is hidden near the picture of a man that is carved in the red stone below the castle tower, close to the campfire place. There is one pack of tea for each PC group.

Tasks from other teamers that You are involved in:

Some other teamers can give out tasks that involve you. These are:

20. Find a motive for FBI (given out by Peter) – PCs may come and ask you about the FBI agents or about the murder victim (or similar). You can tell them the following info: "Agent Scoulder asked me if I could help him to locate a suitcase."
1. Get a Madame Ghenna to witness for you (given out by Peter) – PCs will try to trick you into believing that you have a vision (or similar) about the happenings around the "murder" that happened on the first day. They will try to make you believe, that you know that it was the FBI agents who murdered the victim. If they do a good job, go for it! Let yourself be convinced.
78. Groups may smuggle chocolate from Steffi to you. They will tell you the codephrase "I've got a little TIP for you" and you should reply "I get the POINT."

PCs might come and ask for your fingerprints (given out by Chris)

There might be new tasks popping up during the game that involve you. Hopefully you get the information in time, otherwise you just have to improvise.

Your material:

- Read through your task cards before the game
- You will get the following material:

a pencil (for writing on task check lists, new task cards etc.)
some paper (for writing whatever you might want to write – contracts with PCs, keeping track of groups…)
your task cards
Empty task cards
Random, shiny hobby materials (for task 52)
The Astrochrystallic Receiver task + solution
Tea cup, tea leaves
Card deck
Some extra tea (for trading etc. if you want to)
Glass jars
The riddle (for task 23)

Other teamers in the game:

Lübeck – Don Mascarpone (Den Haag)
Peter – Don Don (Berlin)
Jon – Junior (helping Peter in Berlin)
Brajda – Mama (helping Lübeck in Den Haag)
Julia – Romea (in jail, teamer's corridor)
Niko – Giulio (in jail, toilets under the Saal-building)
Daniel – John O'Connor (guarding Niko, toilets under the Saal-building)
Christopher – Scoulder (Rittersaal)
Jostein – Mully (Table soccer room)
Schabi – dr. Samantha Stelling (Tea Kitchen(U-boot)
Rieke – Eva the Shark (Basement)
Ole – Pizzeria keeper Mario ("Werkstatt")
Steffi – Honey (guarding Julia in teamer's corridor)

End Game, teamer instructions: NIKO

Character: Giulio, currently in jail, despite being innocent.

Where will you be: At the toilets in the cellar under the Saal -building. You and Daniel need to fix it to look "prisonish" before the game (you get a lock and some bars to put in front of the door)

What will you do: You will give out Side Quests to PCs. You can ask any group passing by if they want to help you with some things, but they are allowed to refuse. They are, however, not allowed to choose which task they want to do, either they take the one you offer or then they don't take any at all. You can be flexible and nice, but you don't have to. If the group is unable to fulfill a task, it can return it (but not without trying it first!)

When a group wants to do a task:

- Check that the whole group is present and that nobody is missing
- Take a look at their Task Check List. Each group will be carrying this with them. On the list you can see the group number, members of the group and what tasks they have been doing.
- Check that they don't have very many unfinished side quests going on, they shouldn't collect as many cards as possible, but do the tasks. Don't give out a new task if they already have more than 2 unfinished side quests (if they don't have VERY good reasons).
- Give out a task card. You can try to balance the game by giving difficult (level 3) cards for groups that have only done easy (level 1) tasks before, and vice versa. We hope that the PCs get to do as many Different tasks as possible during the game.
- Write the task name and number + your name in their Task Check List
- Give the PCs the task material, if there is any

! Try to give out every task at least once during the game.
! Every group can do the same task only once
! All tasks can be done many times (by different groups)
! Some tasks can be done by many groups at the same time. These tasks have multiple cards, that are marked 1/4, 2/2 etc. Try to avoid many groups doing the same task at the same time, but don't hesitate to use the option if there are no other good tasks to give out.
! You can try to keep track on how many groups you have out there, doing what tasks. But you don't have to.

When a group wants to report for a finished task:

- Check that the whole group is present and that nobody is missing
- Confirm that they have indeed done the task.
- Check out the finished task on their Task Check List. Take back the task card.
- Give out a reward… If you want to! The reward can be some all-week-game –money, some random items (hobby material, piece of costume…), a vague promise (relevant or irrelevant for the game), answer to some question of theirs…

Negotiating:

- PCs are allowed to haggle for the tasks. They can try to agree on some reward before they accept any task. Be creative, be as stubborn or nice as you want to and feel is suitable. Let yourself be bribed if you feel like it etc etc. Play your character and enjoy ;)
- If they PCs ask you for something (some piece of information, some item they need for some other task) you can ask them for something in return. Maybe they need to do one of your tasks before you give the item to them? Or maybe you come up with something else small? Or maybe they need to pay you with all-week-game-money, chocolate or something. BUT you always have the alternative of just being nice and giving them what they want directly. You can also take a look at their Task Check List to see whether they have a lot of other things going on already. The point is to make the game nice, and challenging enough – not a swamp of tasks upon tasks upon tasks.

New tasks:

- You will get some empty task cards as well. You can come up with own, new tasks if you are bored ;) Try not to involve other teamers into these tasks, at least not very much, because they might be busy with own tasks. If you come up with a task that involves some other teamer, try to tell him/ her about it!
- The PCs can also propose some own tasks. It is up to you to approve of them or not. If the task sounds good, then write it (or let the group write it) on a task card, and use it as a normal task card.

Special notes on your tasks:
13. You can write down whatever message you want – or let the PCs write it down

Tasks from other teamers that You are involved in:
Some other teamers can give out tasks that involve you. These are:

20. Find a motive for FBI (given out by Peter) – PCs may come and ask you about the FBI agents or about the murder victim (or similar). You can tell them the following info: "I was playing mikado with my chopstick collection, and Agent Scoulder took them all!"
30. Get a file through to Giulio (given out by Lübeck) – PCs will try to smuggle a file to you.
15. Pick open the lock to Giulio's cell (given out by Lübeck) – PCs will try to pick the lock at the door. If they succeed, thank them, and say that you will escape when it's the right moment for it (and when they are gone, please lock the lock again so that the next group can try their luck on it)

PCs might come and ask for your fingerprints (given out by Chris)

There might be new tasks popping up during the game that involve you. Hopefully you get the information in time, otherwise you just have to improvise.

Your material:
- Read through your task cards before the game
- You will get the following material:

a pencil (for writing on task check lists, new task cards etc.)
some paper (for task 13 + for writing whatever you might want to write – contracts with PCs, keeping track of groups…)
your task cards
empty task cards

Other teamers in the game:
Lübeck – Don Masc (Den Haag)
Peter – Don Don (Berlin)
Jon – Junior (helping Peter in Berlin)
Brajda – Mama (helping Lübeck in Den Haag)
Julia – Romea (in jail, teamer's corridor)
Liene – Psychic woman, Madame Ghenna (Adlerhorst)
Daniel – John O'Connor (guarding Niko, toilets under the Saal-building)
Christopher – Scoulder (Rittersaal)
Jostein – Mully (Table soccer room)
Schabi – Dr. Samantha Stelling (Tea Kitchen/ U-boot)
Rieke – Eva the Shark (Basement)
Ole – Pizzeria keeper Mario ("Werkstatt")
Steffi – Honey (guarding Julia in teamer's corridor)

End Game, teamer instructions: JULIA

Character: Romea, currently in jail, despite being innocent.

Where will you be: In a "Peter's Bathroom" in the teamer's corridor. You and Steffi need to arrange that to look "prisonish", you will get some bars for the door on beforehand

What will you do: You will give out Side Quests to PCs. You can ask any group passing by if they want to help you with some things, but they are allowed to refuse. They are, however, not allowed to choose which task they want to do, either they take the one you offer or then they don't take any at all. You can be flexible and nice, but you don't have to. If the group is unable to fulfill a task, it can return it (but not without trying it first!)

When a group wants to do a task:

- Check that the whole group is present and that nobody is missing
- Take a look at their Task Check List. Each group will be carrying this with them. On the list you can see the group number, members of the group and what tasks they have been doing.
- Check that they don't have very many unfinished side quests going on, they shouldn't collect as many cards as possible, but do the tasks. Don't give out a new task if they already have more than 2 unfinished side quests (if they don't have VERY good reasons).
- Give out a task card. You can try to balance the game by giving difficult (level 3) cards for groups that have only done easy (level 1) tasks before, and vice versa. We hope that the PCs get to do as many Different tasks as possible during the game.
- Write the task name and number + your name in their Task Check List
- Give the PCs the task material, if there is any

! Try to give out every task at least once during the game.
! Every group can do the same task only once
! All tasks can be done many times (by different groups)
! Some tasks can be done by many groups at the same time. These tasks have multiple cards, that are marked 1/4, 2/2 etc. Try to avoid many groups doing the same task at the same time, but don't hesitate to use the option if there are no other good tasks to give out.
! You can try to keep track on how many groups you have out there, doing what tasks. But you don't have to.

When a group wants to report for a finished task:

- Check that the whole group is present and that nobody is missing
- Confirm that they have indeed done the task.
- Check out the finished task on their Task Check List. Take back the task card.
- Give out a reward… If you want to! The reward can be some all-week-game –money, some random items (hobby material, piece of costume…), a vague promise (relevant or irrelevant for the game), answer to some question of theirs…

Negotiating:

- PCs are allowed to haggle for the tasks. They can try to agree on some reward before they accept any task. Be creative, be as stubborn or nice as you want to and feel is suitable. Let yourself be bribed if you feel like it etc etc. Play your character and enjoy ;)
- If they PCs ask you for something (some piece of information, some item they need for some other task) you can ask them for something in return. Maybe they need to do one of your tasks before you give the item to them? Or maybe you come up with something else small? Or maybe they need to pay you with all-week-game-money, chocolate or something. BUT you always have the alternative of just being nice and giving them what they want directly. You can also take a look at their Task Check List to see whether they have a lot of other things going on already. The point is to make the game nice, and challenging enough – not a swamp of tasks upon tasks upon tasks.

New tasks:

- You will get some empty task cards as well. You can come up with own, new tasks if you are bored ;) Try not to involve other teamers into these tasks, at least not very much, because they might be busy with own tasks. If you come up with a task that involves some other teamer, try to tell him/ her about it!
- The PCs can also propose some own tasks. It is up to you to approve of them or not. If the task sounds good, then write it (or let the group write it) on a task card, and use it as a normal task card.

Special notes on your tasks:
13. You can write down whatever message you want – or let the PCs write it down

Tasks from other teamers that You are involved in:
Some other teamers can give out tasks that involve you. These are:

20. Find a motive for FBI (given out by Peter) – PCs may come and ask you about the FBI agents or about the murder victim (or similar). You can tell them the following info: "Since I haven't killed anybody, it's obvious that Agent Scoulder is trying to place the guild on me!"

11. Prove Romea innocent (given out by Peter) – PCs will want to see your gloves. Tell them that you must have forgotten them at Mario's Pizzeria

32. Get medicine (tea) to Romea (given out by Lübeck) – PCs will want to bring you tea because you are getting ill

62. Chain of bedlinen (given by Lübeck) – PCs will want to bring you a chain of bedlinen. Refuse it, as there is no window in your cell anyway

65. Italian lockpick (given by Lübeck) – PCs will want to bring you an unboiled spaghetti.

PCs might come and ask for your fingerprints (given out by Chris)

There might be new tasks popping up during the game that involve you. Hopefully you get the information in time, otherwise you just have to improvise.

Your material:
- Read through your task cards before the game
- You will get the following material:

a pencil (for writing on task check lists, new task cards etc.)
some paper (for task 13 + for writing whatever you might want to write – contracts with PCs, keeping track of groups…)
your task cards
empty task cards

Other teamers in the game:
Lübeck – Don Mascarpone (Den Haag)
Peter – Don Don (Berlin)
Jon – Junior (helping Peter in Berlin)
Brajda – Mama (helping Lübeck in Den Haag)
Niko – Giulio (in jail, toilets under the Saal-building)
Liene – Psychic woman, Madame Ghenna (Adlerhorst)
Daniel – John O'Connor (guarding Niko, toilets under the Saal-building)
Christopher – Scoulder (Rittersaal)
Jostein – Mully (Table soccer room)
Schabi – Dr. Samantha Stelling (Tea Kitchen/ U-boot)
Rieke – Eva the Shark (Basement)
Ole – Pizzeria keeper Mario ("Werkstatt")
Steffi – Honey (guarding Julia in teamer's corridor)

End Game, teamer instructions: BRAJDA

Character: Your own Chicago character, "Mama". During the game you will be assisting Don Mas (Lübeck) in his office. He will be directing the operation of freeing Giulio and Romea. You are his second in command. Mama is a resourceful woman, who is much interested in civil rights movements.

Where will you be: In don Mascarpone's office, in **DEN HAAG.** Together with Lúbeck you need to make the room look office-like – maybe a desk, some chairs, papers, some weird piece of art...

What will you do: You will have two tasks.

1) Help Lübeck. You will let in the PCs to the office, only one group at a time. Keep an eye on the line forming outside the office, if it gets very long you might want to recommend to the people to go look for work elsewhere. If Lübeck needs to get some message to some other teamer, it will be your job to deliver it by running there yourself. You might also need to keep contact between Lübeck and the end game teamers (Julia, Peter & Jostein). All in all, just be there for your don ;)

2) If you have nothing better to do, you can give out Side Quests to PCs. This is also a good thing to do, if the line is getting too long. You can ask any group passing by if they want to help you with some things, but they are allowed to refuse. They are, however, not allowed to choose which task they want to do, either they take the one you offer or then they don't take any at all. You can be flexible and nice, but you don't have to. If the group is unable to fulfill a task, it can return it (but not without trying it first!)

When a group wants to do a task:
- Check that the whole group is present and that nobody is missing
- Take a look at their Task Check List. Each group will be carrying this with them. On the list you can see the group number, members of the group and what tasks they have been doing.
- Check that they don't have very many unfinished side quests going on, they shouldn't collect as many cards as possible, but do the tasks. Don't give out a new task if they already have more than 2 unfinished side quests (if they don't have VERY good reasons).
- Give out a task card. You can try to balance the game by giving difficult (level 3) cards for groups that have only done easy (level 1) tasks before, and vice versa. We hope that the PCs get to do as many Different tasks as possible during the game.
- Write the task name and number + your name in their Task Check List
- Give the PCs the task material, if there is any

! Try to give out every task at least once during the game.
! Every group can do the same task only once
! All tasks can be done many times (by different groups)
! Some tasks can be done by many groups at the same time. These tasks have multiple cards, that are marked 1/4, 2/2 etc. Try to avoid many groups doing the same task at the same time, but don't hesitate to use the option if there are no other good tasks to give out.
! You can try to keep track on how many groups you have out there, doing what tasks. But you don't have to

When a group wants to report for a finished task:
- Check that the whole group is present and that nobody is missing
- Confirm that they have indeed done the task.
- Check out the finished task on their Task Check List. Take back the task card.
- Give out a reward… If you want to! The reward can be some all-week-game –money, some random items (hobby material, piece of costume…), a vague promise (relevant or irrelevant for the game), answer to some question of theirs…

Negotiating:
- PCs are allowed to haggle for the tasks. They can try to agree on some reward before they accept any task. Be creative, be as stubborn or nice as you want to and feel is suitable. Let yourself be bribed if you feel like it etc etc. Play your character and enjoy ;)
- If they PCs ask you for something (some piece of information, some item they need for some other task) you can ask them for something in return. Maybe they need to do one of your tasks before you give the item to them? Or maybe you come up with something else small? Or maybe they need to pay you with all-week-game-money, chocolate or

something. BUT you always have the alternative of just being nice and giving them what they want directly. You can also take a look at their Task Check List to see whether they have a lot of other things going on already. The point is to make the game nice, and challenging enough – not a swamp of tasks upon tasks upon tasks.

New tasks:

- You will get some empty task cards as well. You can come up with own, new tasks if you are bored ;) Try not to involve other teamers into these tasks, at least not very much, because they might be busy with own tasks. If you come up with a task that involves some other teamer, try to tell him/ her about it!
- The PCs can also propose some own tasks. It is up to you to approve of them or not. If the task sounds good, then write it (or let the group write it) on a task card, and use it as a normal task card.

Tasks from other teamers that You are involved in:

Some other teamers can give out tasks that involve you. These are:

20. Find a motive for FBI (given out by Peter) - PCs may come and ask you about the FBI agents or about the murder victim (or similar). You can tell them the following info: "Agent Scoulder was complaining to me about all these new suspicious immigrants."

9. Get rid of the alibi of FBI agent Mully (given out by Peter) – Mully's alibi is that he was having a coff…juice at the hotel with you at the time of the murder. The PCs will try to bribe/threat you to witness differently.

76. Hire Mama for FBI (Given out by Jostein) – The PCs will try to make a contract between you and FBI. Haggle about salary, holidays etc.

PCs might come and ask for your fingerprints (given out by Chris)

There might be new tasks popping up during the game that involve you. Hopefully you get the information in time, otherwise you just have to improvise.

Your material:

- Read through your task cards before the game
- You will get the following material:

a pencil (for writing on task check lists, new task cards etc.)
some paper (for writing whatever you might want to write – contracts with PCs, keeping track of groups…)
your task cards
Empty task cards

Other teamers in the game:

Lübeck – Don Mas (Den Haag)
Peter – Don Don (Berlin)
Jón – Junior (helping Peter in Berlin)
Julia – Romea (in jail, teamer's corridor)
Niko – Giulio (in jail, toilets under the Saal-building
Daniel – John O'Connor (guarding Niko, toilets under the Saal-building)
Christopher – Scoulder (Rittersaal)
Jostein – Mully (Table soccer room)
Schabi – Dr. Samantha Stelling (Tea Kitchen/ U-Boot)
Rieke – Eva the Shark (Basement)
Liene – Psychic woman, Madame Ghenna (Adlerhorst)
Ole – Pizzeria keeper Mario ("Werkstatt")
Steffi – Honey (guarding Julia in teamer's corridor)

End Game, teamer instructions: DANIEL

Character: Police constable Sean O'Connor, who has a weakness for coffee and whose loyalties often lies with the one who pays most… Currently he is on duty, guarding a prisoner. That is something of an improvement to his normal duties – he is usually in charge for keeping the streets clean, and not of criminals, but in a much more literal manner…

Where will you be: At the toilets in the cellar under the Saal –building, guarding Giulio (Niko) who is in jail there. You and Niko will make the place look "jaily" on beforehand, you will get some bars to put on the door (from Jostein). Rats?

What will you do: You will give out Side Quests to PCs. You can ask any group passing by if they want to help you with some things, but they are allowed to refuse. They are, however, not allowed to choose which task they want to do, either they take the one you offer or then they don't take any at all. You can be flexible and nice, but you don't have to. If the group is unable to fulfill a task, it can return it (but not without trying it first!)

When a group wants to do a task:

- Check that the whole group is present and that nobody is missing
- Take a look at their Task Check List. Each group will be carrying this with them. On the list you can see the group number, members of the group and what tasks they have been doing.
- Check that they don't have very many unfinished side quests going on, they shouldn't collect as many cards as possible, but do the tasks. Don't give out a new task if they already have more than 2 unfinished side quests (if they don't have VERY good reasons).
- Give out a task card. You can try to balance the game by giving difficult (level 3) cards for groups that have only done easy (level 1) tasks before, and vice versa. We hope that the PCs get to do as many Different tasks as possible during the game.
- Write the task name and number + your name in their Task Check List
- Give the PCs the task material, if there is any

! Try to give out every task at least once during the game.
! Every group can do the same task only once
! All tasks can be done many times (by different groups)
! Some tasks can be done by many groups at the same time. These tasks have multiple cards, that are marked 1/4, 2/2 etc. Try to avoid many groups doing the same task at the same time, but don't hesitate to use the option if there are no other good tasks to give out.
! You can try to keep track on how many groups you have out there, doing what tasks. But you don't have to.

When a group wants to report for a finished task:

- Check that the whole group is present and that nobody is missing
- Confirm that they have indeed done the task.
- Check out the finished task on their Task Check List. Take back the task card.
- Give out a reward… If you want to! The reward can be some night-game –money, some random items (hobby material, piece of costume, coffee beans…), a vague promise (relevant or irrelevant for the game), answer to some question of theirs…

Negotiating:

- PCs are allowed to haggle for the tasks. They can try to agree on some reward before they accept any task. Be creative, be as stubborn or nice as you want to and feel is suitable. Let yourself be bribed if you feel like it etc etc. Play your character and enjoy ;)
- If they PCs ask you for something (some piece of information, some item they need for some other task) you can ask them for something in return. Maybe they need to do one of your tasks before you give the item to them? Or maybe you come up with something else small? Or maybe they need to pay you with all-week-game-money, chocolate or something. BUT you always have the alternative of just being nice and giving them what they want directly. You can also take a look at their Task Check List to see whether they have a lot of other things going on already. The point is to make the game nice, and challenging enough – not a swamp of tasks upon tasks upon tasks.

New tasks:

- You will get some empty task cards as well. You can come up with own, new tasks if you are bored ;) Try not to involve other teamers into these tasks, at least not very much, because they might be busy with own tasks. If you come up with a task that involves some other teamer, try to tell him/ her about it!

- The PCs can also propose some own tasks. It is up to you to approve of them or not. If the task sounds good, then write it (or let the group write it) on a task card, and use it as a normal task card.

Tasks from other teamers that You are involved in:
Some other teamers can give out tasks that involve you. These are:

20. Find a motive for FBI (given out by Peter) – PCs may come and ask you about the FBI agents or about the murder victim (or similar). You can tell them the following info: "The agents asked me to report immediately if I observed any easterners in town."

30. Get a file through to Giulio (given out by Lübeck) – PCs will try to smuggle a file to Niko. They have to get past you first (or just bribe you, or something)

13. Help Romea & Giulio communicate with each othe (given out by Julia and Niko) – PCs will try to get messages between the prisoners. For you, same as above

44-45. If in prison, then in luxury 2-3 (given out by Niko) – PCs wll try to get a red pillow and some tea to Niko. For you, same again

15. Pick open the lock to Giulio's cell (given out by Lübeck) – PCs will try to pick the lock at the door. Same as above. (and when they are gone, please lock the lock again so that the next group can try their luck on it)

PCs might come and ask for your fingerprints (given out by Chris)

There might be new tasks popping up during the game that involve you. Hopefully you get the information in time, otherwise you just have to improvise.

Your material:
- Read through your task cards before the game
- You will get the following material:

a pencil (for writing on task check lists, new task cards etc.)
some paper (for task 41 + for writing whatever you might want to write – contracts with PCs, keeping track of groups…)
your task cards
empty task cards
Maps to the coffee cache (task 22)
Some coffee (just for rewards, trading etc.)
Shoe shining stuff (for task 51)

Other teamers in the game:

Lübeck – Don -Mascarpone (Den Haag)
Peter – Don Don (Berlin)
Jon – Junior (helping Peter in Berlin)
Brajda – Mama (helping Lübeck in Den Haag)
Julia – Romea (in jail, teamer's corridor)
Liene – Psychic woman, Madame Ghenna (Adlerhorst)
Christopher – Scoulder (Rittersaal)
Jostein – Mully (Table soccer room)
Schabi – dr. Samantha Stelling (Tea Kitchen/ U-Boot)
Rieke – Eva the Shark (Basement)
Ole – Pizzeria keeper Mario ("Werkstatt")
Steffi – Honey (guarding Julia in teamer's corridor)
Niko – Giulio (in jail, toilets under the Saal-building)

End Game, teamer instructions: STEFFI

Character: Hitwoman Honey, double identity as a hotel receptionist. For the moment hired by the Police Force of Chicago for guarding the prisoner Romea. Honey has a number of less than legal businesses going on at the side…

Where will you be: At "Peter's Bathroom" in the teamer's corridor, guarding Romea (Julia) who is in jail there. You and Julia need to make it look "Jaily" before the game (you get bars for the door from Jostein. Rats?)

What will you do: You will give out Side Quests to PCs. You can ask any group passing by if they want to help you with some things, but they are allowed to refuse. They are, however, not allowed to choose which task they want to do, either they take the one you offer or then they don't take any at all. You can be flexible and nice, but you don't have to. If the group is unable to fulfill a task, it can return it (but not without trying it first!)

When a group wants to do a task:

- Check that the whole group is present and that nobody is missing
- Take a look at their Task Check List. Each group will be carrying this with them. On the list you can see the group number, members of the group and what tasks they have been doing.
- Check that they don't have very many unfinished side quests going on, they shouldn't collect as many cards as possible, but do the tasks. Don't give out a new task if they already have more than 2 unfinished side quests (if they don't have VERY good reasons).
- Give out a task card. You can try to balance the game by giving difficult (level 3) cards for groups that have only done easy (level 1) tasks before, and vice versa. We hope that the PCs get to do as many Different tasks as possible during the game.
- Write the task name and number + your name in their Task Check List
- Give the PCs the task material, if there is any

! Try to give out every task at least once during the game.
! Every group can do the same task only once
! All tasks can be done many times (by different groups)
! Some tasks can be done by many groups at the same time. These tasks have multiple cards, that are marked 1/4, 2/2 etc. Try to avoid many groups doing the same task at the same time, but don't hesitate to use the option if there are no other good tasks to give out.
! You can try to keep track on how many groups you have out there, doing what tasks. But you don't have to.

When a group wants to report for a finished task:

- Check that the whole group is present and that nobody is missing
- Confirm that they have indeed done the task.
- Check out the finished task on their Task Check List. Take back the task card.
- Give out a reward… If you want to! The reward can be some all-week-game –money, some random items (hobby material, piece of costume…), a vague promise (relevant or irrelevant for the game), answer to some question of theirs…

Negotiating:

- PCs are allowed to haggle for the tasks. They can try to agree on some reward before they accept any task. Be creative, be as stubborn or nice as you want to and feel is suitable. Let yourself be bribed if you feel like it etc etc. Play your character and enjoy ;)
- If they PCs ask you for something (some piece of information, some item they need for some other task) you can ask them for something in return. Maybe they need to do one of your tasks before you give the item to them? Or maybe you come up with something else small? Or maybe they need to pay you with all-week-game-money, chocolate or something. BUT you always have the alternative of just being nice and giving them what they want directly. You can also take a look at their Task Check List to see whether they have a lot of other things going on already. The point is to make the game nice, and challenging enough – not a swamp of tasks upon tasks upon tasks.

New tasks:

- You will get some empty task cards as well. You can come up with own, new tasks if you are bored ;) Try not to involve other teamers into these tasks, at least not very much, because they might be busy with own tasks. If you come up with a task that involves some other teamer, try to tell him/ her about it!
- The PCs can also propose some own tasks. It is up to you to approve of them or not. If the task sounds good, then write it (or let the group write it) on a task card, and use it as a normal task card.

Special notes on your tasks:

14. The coffee should go to Rieke. Describe her looks to the group vaguely, don't say the name. The group should go and tell Rieke the codephrase "My hovercraft is full of eels" and she should reply "Is it scratched?" So they will know that they have found the right person.
77. The tea should go to Schabi. Describe her looks to the group vaguely, don't say the name. The group should go and tell Schabi the codephrase "May the force be with you" and she should reply "Live long and prosper!"
78. The chocolate should go to Liene. Describe her looks to the group vaguely, don't say the name. The group should go and tell Liene the codephrase "I've got a little TIP for you" and she should reply "I get the POINT."
24. The chocolate is hidden behind the sign at the castle entrance.

Tasks from other teamers that You are involved in:

Some other teamers can give out tasks that involve you. These are:

20. Find a motive for FBI (given out by Peter) – PCs may come and ask you about the FBI agents or about the murder victim (or similar). You can tell them the following info: Agent Scoulder was asking me some questions in the reception when the piccolo came in with some luggage. I don't know why, but the agent looked really spooked.
16. Copy a key # 1 (given out by Lübeck) – the PCs will try to steal/get a key from you, and to return it later. You can have it hang from a nail on the wall, loosely out of your pocket or whatever, as long as it's possible to find it and get it.
11. Prove Romea innocent (given out by Peter) – The PCs will want to talk with Romea. You can make it easy or difficult for them.
32. Get medicine to Romea (given out by Lübck) – The PCs will want to get some tea to Romea. Up to you how easy it is. Can you be convinced? Do you need to be bribed?
43. If in prison, then in luxury 1 (given out by Julia) – The PCs will want to get some curtains to Romea.
44. If in prison, then in luxury no. 4 (given out by Julia) – The PCs will want to get a newspaper to Romea
13. Help R & G communicate with each other (given out by Julia & Niko) – The PCs will try to take messages back and forth between the two prisoners
62. Chain of bedlinen (given out by Lübeck) – The PCs will try to bring a long chain of bedlinen to Romea
65. Italian lockpick (given out by Lübeck) – The PCs will try to bring unboiled spaghetti to Romea
66. Disable the alarm system (given out by Lübeck) – The PCs will try to cut the rope of the "alarm system" (a very simple one, with a rope and some noisy tincans), you don't need to notice them if they don't come very close… However, after they are gone, try to get the system repaired. OR give some group the extra task (79) to repair it.

PCs might come and ask for your fingerprints (given out by Chris)

If you are all too busy with these tasks, you can try to tell the other teamers to stop giving them out so often. OR you can just leave your place at the prison for some time, and let everyone get through to the cell Very Easily for a while. There might be new tasks popping up during the game that involve you. Hopefully you get the information in time, otherwise you just have to improvise.

Your material:

- Read through your task cards before the game
- You will get the following material:

a pencil (for writing on task check lists, new task cards etc.)
some paper (for task 41 + for writing whatever you might want to write – contracts with PCs, keeping track of groups…)
your task cards
empty task cards
encrypted instructions to the coffee cache (task 22)
Some coffee (just for rewards, trading etc.)
Shoe shining stuff (for task 51)
Key (for task 16)

Other teamers in the game:

Lübeck – Don Mascarpone (Den Haag)
Peter – Don Don (Berlin)
Jon – Junior (helping Peter in Berlin)
Brajda – Mama (helping Lübeck in Den Haag)
Julia – Romea (in jail, teamer's corridor)
Ole – Mario ("Werkstatt")
Peter – Don Don (Berlin)
Niko – Giulio (in jail, toilets under the Saal-building)
Rieke – Eva the Shark (Basement)
Schabi – Dr. Samantha Stelling (Tea Kitchen/U-Boot)
Jon – Junior (helping Peter in Berlin)
Brajda – Mama (helping Lübeck in Den Haag)
Julia – Romea (in jail, teamer's corridor)
Liene – Psychic woman, Madame Ghenna (Adlerhorst)
Daniel – John O'Connor (toilets under the Saal-building)
Christopher – Scoulder (Rittersaal)
Jostein – Mully (Table soccer room)

End Game, teamer instructions: OLE

Character: Not your own storyline character. Instead, a passionate pizzeria-keeper Mario, whose pizza is delicious, but whose pizzeria does possibly not follow all modern sanitary recommendations. Also, the origin of many of his ingredients is dubious…

Where will you be: "Werkstatt"

What will you do: You will have 2 tasks, which are connected with each other:
1) You will bake a pizza.
2) You will give out Side Quests to PCs. You can ask any group passing by if they want to help you with some things, but they are allowed to refuse. They are, however, not allowed to choose which task they want to do, either they take the one you offer or then they don't take any at all. You can be flexible and nice, but you don't have to. If the group is unable to fulfill a task, it can return it (but not without trying it first!)

When a group wants to do a task:
- Check that the whole group is present and that nobody is missing
- Take a look at their Task Check List. Each group will be carrying this with them. On the list you can see the group number, members of the group and what tasks they have been doing.
- Check that they don't have very many unfinished side quests going on, they shouldn't collect as many cards as possible, but do the tasks. Don't give out a new task if they already have more than 2 unfinished side quests (if they don't have VERY good reasons).
- Give out a task card. You can try to balance the game by giving difficult (level 3) cards for groups that have only done easy (level 1) tasks before, and vice versa. We hope that the PCs get to do as many Different tasks as possible during the game.
- Write the task name and number + your name in their Task Check List
- Give the PCs the task material, if there is any

! Try to give out every task at least once during the game.
! Every group can do the same task only once
! All tasks can be done many times (by different groups)
! Some tasks can be done by many groups at the same time. These tasks have multiple cards, that are marked 1/4, 2/2 etc. Try to avoid many groups doing the same task at the same time, but don't hesitate to use the option if there are no other good tasks to give out.
! You can try to keep track on how many groups you have out there, doing what tasks. But you don't have to.

When a group wants to report for a finished task:
- Check that the whole group is present and that nobody is missing
- Confirm that they have indeed done the task.
- Check out the finished task on their Task Check List. Take back the task card.
- Give out a reward… If you want to! The reward can be some all-week-game –money, some random items (hobby material, piece of costume…), a vague promise (relevant or irrelevant for the game), answer to some question of theirs…

Negotiating:
- PCs are allowed to haggle for the tasks. They can try to agree on some reward before they accept any task. Be creative, be as stubborn or nice as you want to and feel is suitable. Let yourself be bribed if you feel like it etc etc. Play your character and enjoy ;)
- If they PCs ask you for something (some piece of information, some item they need for some other task) you can ask them for something in return. Maybe they need to do one of your tasks before you give the item to them? Or maybe you come up with something else small? Or maybe they need to pay you with all-week-game-money, chocolate or something. BUT you always have the alternative of just being nice and giving them what they want directly. You can also take a look at their Task Check List to see whether they have a lot of other things going on already. The point is to make the game nice, and challenging enough – not a swamp of tasks upon tasks upon tasks.

New tasks:
- You will get some empty task cards as well. You can come up with own, new tasks if you are bored ;) Try not to involve other teamers into these tasks, at least not very much, because they might be busy with own tasks. If you come up with a task that involves some other teamer, try to tell him/ her about it!

- The PCs can also propose some own tasks. It is up to you to approve of them or not. If the task sounds good, then write it (or let the group write it) on a task card, and use it as a normal task card.

Special notes on your tasks:

25-28, 80-81 (pizza ingredient tasks). These tasks can only be done ONCE, by one group only. For them you need to prepare a bit: hide the pizza ingredients somewhere in/around the castle, and be prepared to give hints to the PCs as to where to find them. Not too precise descriptions, but not impossible either. So, remember where you put the ingredients! When the PCs bring you the ingredients, you can also make them chop them into pieces etc. (or bother some other group with that)

Tasks from other teamers that You are involved in:

Some other teamers can give out tasks that involve you. These are:

20. Find a motive for FBI (given out by Peter) – PCs may come and ask you about the FBI agents or about the murder victim (or similar). You can tell them the following info: Agent Mully left my restaurant when he saw that I also had a sushi menu. I didn't like him very much.

65. Italian lockpick (given out by Lübeck) – PCs will come and ask you for spaghetti (unboiled). You can give it to them easily, or be difficult about it. But they should get it, after all.

11. Prove Romea innocent (given out by Peter) – PCs try to find Romea's gloves that she forgot in the Pizzeria. Refuse to give them to the PCs, but they can have a look at them. Promise to keep them safe, and to bring them if Romea would need them later.

PCs might come and ask for your fingerprints (given out by Chris)

There might be new tasks popping up during the game that involve you. Hopefully you get the information in time, otherwise you just have to improvise.

Your material:

- Read through your task cards before the game
- You will get the following material:

a pencil (for writing on task check lists, new task cards etc.)
some paper (for writing whatever you might want to write – contracts with PCs, keeping track of groups…)
your task cards
empty task cards
Spaghetti (for task 65)
Gloves (for task 11)
Pizza toppings: onion, mushrooms, sausage, cheese, olives, tomatoes
Pizza baking stuff (oven, knives, cutting boards, dough… …)

Other teamers in the game:

Lübeck – Don Mascarpone(Den Haag)
Peter – Don Don (Berlin)
Jon – Junior (helping Peter in Berlin)
Brajda – Mama (helping Lübeck in Den Haag)
Julia – Romea (in jail, teamer's corridor)
Liene – Psychic woman, Madame Ghenna (Adlerhorst)
Daniel – John O'Connor (guarding Niko, toilets under the Saal-building)
Christopher – Scoulder (Rittersaal)
Jostein – Mully (Table soccer room)
Schabi – Dr. Samantha Stelling (Tea Kitchen/ U-Boot)
Rieke – Eva the Shark (Basement)
Niko – Giulio (in jail, toilets under the Saal-building)
Steffi – Honey (guarding Julia in teamer's corridor)

End Game, teamer instructions: LÜBECK

Character: don Mascarpone. The head of your Family, and an anxious father whose daughter is imprisoned (innocent, for once).

Where will you be: In your office in Den Haag. You and Brajda will put it up on beforehand so that it looks a bit "officy" (desk, chairs, papers, some weird piece of art...)

What will you do: You are in charge of one of the main operations, giving out tasks that aim to help Giulio and Romea escape from prison. You will give out tasks to PC groups, who will come one group at a time to your office. The groups are allowed to refuse a task. They are, however, not allowed to choose which task they want to do, either they take the one you offer or then they don't take any at all. You can be flexible and nice, but you don't have to. If the group is unable to fulfill a task, it can return it (but not without trying it first!).

Brajda (Mama) will help you – she will let in the PCs, and if there is anything you need done (contact to other teamers etc.), just ask her. Here is also a possibility to act further on your love story...

When a group wants to do a task:
- Check that the whole group is present and that nobody is missing
- Take a look at their Task Check List. Each group will be carrying this with them. On the list you can see the group number, members of the group and what tasks they have been doing.
- Check that they don't have other open main tasks (= tasks given by you or Peter)
- Give out a task card. You can try to balance the game by giving difficult (level 3) cards for groups that have only done easy (level 1) tasks before, and vice versa. We hope that the PCs get to do as many Different tasks as possible during the game.
- Write the task name and number + your name in their Task Check List
- Give the PCs the task material, if there is any

! Try to give out every task at least once during the game.
! Every group can do the same task only once
! All tasks can be done many times (by different groups)
! Some tasks can be done by many groups at the same time. These tasks have multiple cards, that are marked 1/4, 2/2 etc. Try to avoid many groups doing the same task at the same time, but don't hesitate to use the option if there are no other good tasks to give out.
! You can try to keep track on how many groups you have out there, doing what tasks. But you don't have to.

When a group wants to report for a finished task:
- Check that the whole group is present and that nobody is missing
- Confirm that they have indeed done the task.
- Check out the finished task on their Task Check List. Take back the task card.
- No reward is given out for the main tasks. No negotiating.

New tasks:
- You will get some empty task cards as well. You can come up with own, new tasks if you are bored ;) Try not to involve other teamers into these tasks, at least not very much, because they might be busy with own tasks. If you come up with a task that involves some other teamer, try to tell him/ her about it!
- The PCs can also propose some own tasks. It is up to you to approve of them or not. If the task sounds good, then write it (or let the group write it) on a task card, and use it as a normal task card.

Tasks from other teamers that You are involved in:
Some other teamers can give out tasks that involve you. These are:

20. Find a motive for FBI (given out by Peter) – PCs may come and ask you about the FBI agents or about the murder victim (or similar). You don't have any answers to them.

PCs might come and ask for your fingerprints (given out by Chris)

There might be new tasks popping up during the game that involve you. Hopefully you get the information in time, otherwise you just have to improvise.

Your material:

- Read through your task cards before the game
- You will get the following material:

a pencil (for writing on task check lists, new task cards etc.)
some paper (for tasks 60-61 + for writing whatever you might want to write – contracts with PCs, keeping track of groups…)
your task cards
empty task cards
Plaster (for task 16)
Mixing bowls (for task 16)
Playdough (for task 17)
Plaster casts (for task 17)
Files (for task 30)
Scissors (for task 66)
Lockpick (“tweezers”) for the lockpick task

Other teamers in the game:

Peter – Don Don (Berlin)
Jon – Junior (helping Peter in Berlin)
Brajda – Mama (helping Lübeck in Den Haag)
Julia – Romea (in jail, teamer’s corridor)
Liene – Psychic woman, Madame Ghenna (Adlerhorst)
Christopher – Scoulder (Rittersaal)
Jostein – Mully (Table soccer room)
Schabi – Dr. Samantha Stelling (Tea Kitchen/ U-Boot)
Rieke – Eva the Shark (Basement)
Ole – Pizzeria keeper Mario (“Werkstatt”)
Steffi – Honey (guarding Julia in teamer’s corridor)
Niko – Giulio (in jail, toilets under the Saal-building)
Daniel – John O’Connor (guarding Niko, toilets under the Saal-building)

End Game, teamer instructions: CHRIS

Character: Your storyline character, FBI agent Scoulder.

Where will you be: In Rittersaal, where you have put up your office. Mully (Jostein) who is working under you has his office next doors (in the table soccer room). You will have to make the room look "officy" - typewriter, papers, desk... You will get an official FBI stamp, a locker/ box with evidence and a pile of random papers (the FBI archives)

What will you do: You will give out Side Quests to PCs. You can ask any group passing by if they want to help you with some things, but they are allowed to refuse. They are, however, not allowed to choose which task they want to do, either they take the one you offer or then they don't take any at all. You can be flexible and nice, but you don't have to. If the group is unable to fulfill a task, it can return it (but not without trying it first!)

When a group wants to do a task:

- Check that the whole group is present and that nobody is missing
- Take a look at their Task Check List. Each group will be carrying this with them. On the list you can see the group number, members of the group and what tasks they have been doing.
- Check that they don't have very many unfinished side quests going on, they shouldn't collect as many cards as possible, but do the tasks. Don't give out a new task if they already have more than 2 unfinished side quests (if they don't have VERY good reasons).
- Give out a task card. You can try to balance the game by giving difficult (level 3) cards for groups that have only done easy (level 1) tasks before, and vice versa. We hope that the PCs get to do as many Different tasks as possible during the game.
- Write the task name and number + your name in their Task Check List
- Give the PCs the task material, if there is any

! Try to give out every task at least once during the game.
! Every group can do the same task only once
! All tasks can be done many times (by different groups)
! Some tasks can be done by many groups at the same time. These tasks have multiple cards, that are marked 1/4, 2/2 etc. Try to avoid many groups doing the same task at the same time, but don't hesitate to use the option if there are no other good tasks to give out.
! You can try to keep track on how many groups you have out there, doing what tasks. But you don't have to.

When a group wants to report for a finished task:

- Check that the whole group is present and that nobody is missing
- Confirm that they have indeed done the task.
- Check out the finished task on their Task Check List. Take back the task card.
- Give out a reward… If you want to! The reward can be some all-week-game –money, some random items (hobby material, piece of costume…), a vague promise (relevant or irrelevant for the game), answer to some question of theirs…

Negotiating:

- PCs are allowed to haggle for the tasks. They can try to agree on some reward before they accept any task. Be creative, be as stubborn or nice as you want to and feel is suitable. Let yourself be bribed if you feel like it etc etc. Play your character and enjoy ;)
- If they PCs ask you for something (some piece of information, some item they need for some other task) you can ask them for something in return. Maybe they need to do one of your tasks before you give the item to them? Or maybe you come up with something else small? Or maybe they need to pay you with all-week-game-money, chocolate or something. BUT you always have the alternative of just being nice and giving them what they want directly. You can also take a look at their Task Check List to see whether they have a lot of other things going on already. The point is to make the game nice, and challenging enough – not a swamp of tasks upon tasks upon tasks.

New tasks:

- You will get some empty task cards as well. You can come up with own, new tasks if you are bored ;) Try not to involve other teamers into these tasks, at least not very much, because they might be busy with own tasks. If you come up with a task that involves some other teamer, try to tell him/ her about it!
- The PCs can also propose some own tasks. It is up to you to approve of them or not. If the task sounds good, then write it (or let the group write it) on a task card, and use it as a normal task card.

Special notes on your tasks:

48. You will ask the PCs to go and get someone's fingerprints for the archive. You can define whose fingerprints you want (some teamer, OR even some PC!), or you can give some other clue ("I want the fingerprints of everyone who is hanging around the murder scene") or similar. You will give them some paint and empty fingerprint forms
21. After one group has organized the archives, you must mess them up again for the next group :)

Tasks from other teamers that You are involved in:

Some other teamers can give out tasks that involve you. These are:

20. Find a motive for FBI (given out by Peter) – PCs may come and ask you about the FBI agents or about the murder victim (or similar). You don't have anything to tell them.
3. False Footprints (given out by Peter) – PCs will first want your shoes, and then try to take out some evidence from the evidence locker in your office and replace it with other stuff. Don't make it too easy for them, but it should succeed if they come up with good enough explanations (cleaning service, they can lure you out of your office etc.)
4. Plant out contraband in FBI (Given out by Peter) – PCs will try to put some illegal stuff in your office. For you, same as above.
56. A clean slate (given out by Rieke) – PCs will try to steal the file of "Eva the Shark" from your archives. If they succeed, replace the file with anotherone (so the next group can do it as well)
8. Place fingerprints on the murder weapon (given out by Peter) – PCs will get your fingerprints on the murder weapon. Make it as easy or hard as you want to, it should succeed if they are good enough.
10. Get rid of Scoulder's alibi (given out by Peter) – PCs will want to know what your alibi for the murder night is. You were playing cards with Eva the Shark
60-61. False ID (given out by Lübeck) – PCs will try to get the official FBI stamp on some false IDs. For you, same as above.

PCs might come and ask for your fingerprints (given out by Chris)
There might be new tasks popping up during the game that involve you. Hopefully you get the information in time, otherwise you just have to improvise.

Your material:

- Read through your task cards before the game
- You will get the following material:

a pencil (for writing on task check lists, new task cards etc.)
some paper (for writing whatever you might want to write – contracts with PCs, keeping track of groups…)
your task cards
empty task cards
FBI stamp + stamp pad (for task 60-61)
fingerprint forms (for task 48)
black paint (for task 48)
Bits of cardboard (for task 48 = squeeze some colour on them when you give them out)
lots of random papers for the archives (incl. a file on Eva the shark), a folder (for task 21). You can have these papers lying here and there, looking all random and unorganized.
Evidence locker with casts of footprints and the murder weapon

Other teamers in the game:

Lübeck – Don Mascarpone (Den Haag)
Peter – Don Don (Berlin)
Jon – Junior (helping Peter in Berlin)
Brajda – Mama (helping Lübeck in Den Haag)
Julia – Romea (in jail, teamer's corridor)
Niko – Giulio (in jail, toilets under the Saal-building
Daniel – John O'Connor (guarding Niko, toilets under the Saal-building)
Liene – Psychic woman, Madame Ghenna (Adlerhorst)
Jostein – Mully (Table soccer room)
Schabi – Dr. Samantha Stelling (Tea Kitchen/ U-Boot)
Rieke – Eva the Shark (Basement)
Ole – Pizzeria keeper Mario ("Werkstatt")
Steffi – Honey (guarding Julia in teamer's corridor)

End Game, teamer instructions: JOSTEIN

Character: Your storyline character, FBI agent Mully.

Where will you be: In the table soccer room, where you have put up your office. Scoulder (Christopher), who is your boss, has his office next doors (in Rittersaal). Try to make the room look a bit "officy" (desk, chairs, papers...)

What will you do: You will give out Side Quests to PCs. You can ask any group passing by if they want to help you with some things, but they are allowed to refuse. They are, however, not allowed to choose which task they want to do, either they take the one you offer or then they don't take any at all. You can be flexible and nice, but you don't have to. If the group is unable to fulfill a task, it can return it (but not without trying it first!)

When a group wants to do a task:

- Check that the whole group is present and that nobody is missing
- Take a look at their Task Check List. Each group will be carrying this with them. On the list you can see the group number, members of the group and what tasks they have been doing.
- Check that they don't have very many unfinished side quests going on, they shouldn't collect as many cards as possible, but do the tasks. Don't give out a new task if they already have more than 2 unfinished side quests (if they don't have VERY good reasons).
- Give out a task card. You can try to balance the game by giving difficult (level 3) cards for groups that have only done easy (level 1) tasks before, and vice versa. We hope that the PCs get to do as many Different tasks as possible during the game.
- Write the task name and number + your name in their Task Check List
- Give the PCs the task material, if there is any

! Try to give out every task at least once during the game.
! Every group can do the same task only once
! All tasks can be done many times (by different groups)
! Some tasks can be done by many groups at the same time. These tasks have multiple cards, that are marked 1/4, 2/2 etc. Try to avoid many groups doing the same task at the same time, but don't hesitate to use the option if there are no other good tasks to give out.
! You can try to keep track on how many groups you have out there, doing what tasks. But you don't have to.

When a group wants to report for a finished task:

- Check that the whole group is present and that nobody is missing
- Confirm that they have indeed done the task.
- Check out the finished task on their Task Check List. Take back the task card.
- Give out a reward… If you want to! The reward can be some all-week-game –money, some random items (hobby material, piece of costume…), a vague promise (relevant or irrelevant for the game), answer to some question of theirs…

Negotiating:

- PCs are allowed to haggle for the tasks. They can try to agree on some reward before they accept any task. Be creative, be as stubborn or nice as you want to and feel is suitable. Let yourself be bribed if you feel like it etc etc. Play your character and enjoy ;)
- If they PCs ask you for something (some piece of information, some item they need for some other task) you can ask them for something in return. Maybe they need to do one of your tasks before you give the item to them? Or maybe you come up with something else small? Or maybe they need to pay you with all-week-game-money, chocolate or something. BUT you always have the alternative of just being nice and giving them what they want directly. You can also take a look at their Task Check List to see whether they have a lot of other things going on already. The point is to make the game nice, and challenging enough – not a swamp of tasks upon tasks upon tasks.

New tasks:

- You will get some empty task cards as well. You can come up with own, new tasks if you are bored ;) Try not to involve other teamers into these tasks, at least not very much, because they might be busy with own tasks. If you come up with a task that involves some other teamer, try to tell him/ her about it!
- The PCs can also propose some own tasks. It is up to you to approve of them or not. If the task sounds good, then write it (or let the group write it) on a task card, and use it as a normal task card.

Special notes on your tasks:

18. You will give the PCs a message, and divide the group in two – half of them on one side of the courtyard, the rest on the other side (too far to shout). They can use morse or something else to get the message through (you get morse keys if you want to give that to them)

Tasks from other teamers that You are involved in:

Some other teamers can give out tasks that involve you. These are:

20. Find a motive for FBI (given out by Peter) – PCs may come and ask you about the FBI agents or about the murder victim (or similar). You can tell them the following info: "Agent Scoulder would not stop at anything in the line of duty!"

5-6, 29. Plant out contraband in FBI (Given out by Peter) – PCs will try to put some illegal stuff in your office. You can let it happen easily… or not. If the PCs are good and innovative, it should succeed.

60-61. False ID (given out by Lübeck) – PCs will try to get the official FBI stamp on some false IDs. For you, same as above.

9. Get rid of Mully's alibi (given out by Peter) - PCs will want to know what your alibi for the murder night is. You were having a coff…juice at the hotel with Mama.

PCs might come and ask for your fingerprints (given out by Chris)

There might be new tasks popping up during the game that involve you. Hopefully you get the information in time, otherwise you just have to improvise.

Your material:

- Read through your task cards before the game
- You will get the following material:

pen (for your tasks + writing on task check lists, new task cards etc.). For the contract tasks PCs have own pens.
some paper (for your tasks + writing whatever you might want to write – contracts with PCs, keeping track of groups…)
your task cards
empty task cards
FBI stamp + stamp pad (for task 60-61)
Morse keys (for task 18)
Some chocolate (just for trading etc. with the PCs)

Other teamers in the game:

Lübeck – Don Mascarpone (Den Haag)
Peter – Don Don (Berlin)
Jon – Junior (helping Peter in Berlin)
Brajda – Mama (helping Lübeck in Den Haag)
Julia – Romea (in jail, teamer's corridor)
Niko – Giulio (in jail, toilets under the Saal-building
Daniel – John O'Connor (guarding Niko, toilets under the Saal-building)
Liene – Psychic woman, Madame Ghenna (Adlerhorst)
Christopher – Scoulder (Rittersaal)
Schabi – Dr. Samantha Stelling (Tea Kitchen/ U-Boot)
Rieke – Eva the Shark (Basement)
Ole – Pizzeria keeper Mario ("Werkstatt")
Steffi – Honey (guarding Julia in teamer's corridor)

End Game, teamer instructions: RIEKE

Character: Your storyline character, street dealer and shady figure “Eva the Shark”. You like to gamble.

Where will you be: In and around the basement, you can move about a bit. If you want to, you can make some kind of “home” for yourself (blankets, maybe one of the hobo-cookers, old newspapers...a table for gambling, chocolate wrappings...)

What will you do: You will give out Side Quests to PCs. You can ask any group passing by if they want to help you with some things, but they are allowed to refuse. They are, however, not allowed to choose which task they want to do, either they take the one you offer or then they don’t take any at all. You can be flexible and nice, but you don’t have to. If the group is unable to fulfill a task, it can return it (but not without trying it first!)

When a group wants to do a task:

- Check that the whole group is present and that nobody is missing
- Take a look at their Task Check List. Each group will be carrying this with them. On the list you can see the group number, members of the group and what tasks they have been doing.
- Check that they don’t have very many unfinished side quests going on, they shouldn’t collect as many cards as possible, but do the tasks. Don’t give out a new task if they already have more than 2 unfinished side quests (if they don’t have VERY good reasons).
- Give out a task card. You can try to balance the game by giving difficult (level 3) cards for groups that have only done easy (level 1) tasks before, and vice versa. We hope that the PCs get to do as many Different tasks as possible during the game.
- Write the task name and number + your name in their Task Check List
- Give the PCs the task material, if there is any

! Try to give out every task at least once during the game.
! Every group can do the same task only once
! All tasks can be done many times (by different groups)
! Some tasks can be done by many groups at the same time. These tasks have multiple cards, that are marked 1/4, 2/2 etc. Try to avoid many groups doing the same task at the same time, but don’t hesitate to use the option if there are no other good tasks to give out.
! You can try to keep track on how many groups you have out there, doing what tasks. But you don’t have to.

When a group wants to report for a finished task:

- Check that the whole group is present and that nobody is missing
- Confirm that they have indeed done the task.
- Check out the finished task on their Task Check List. Take back the task card.
- Give out a reward… If you want to! The reward can be some all-week-game –money, some random items (hobby material, piece of costume…), a vague promise (relevant or irrelevant for the game), answer to some question of theirs…

Negotiating:

- PCs are allowed to haggle for the tasks. They can try to agree on some reward before they accept any task. Be creative, be as stubborn or nice as you want to and feel is suitable. Let yourself be bribed if you feel like it etc etc. Play your character and enjoy ;)
- If they PCs ask you for something (some piece of information, some item they need for some other task) you can ask them for something in return. Maybe they need to do one of your tasks before you give the item to them? Or maybe you come up with something else small? Or maybe they need to pay you with all-week-game-money, chocolate or something. BUT you always have the alternative of just being nice and giving them what they want directly. You can also take a look at their Task Check List to see whether they have a lot of other things going on already. The point is to make the game nice, and challenging enough – not a swamp of tasks upon tasks upon tasks.

New tasks:

- You will get some empty task cards as well. You can come up with own, new tasks if you are bored ;) Try not to involve other teamers into these tasks, at least not very much, because they might be busy with own tasks. If you come up with a task that involves some other teamer, try to tell him/ her about it!
- The PCs can also propose some own tasks. It is up to you to approve of them or not. If the task sounds good, then write it (or let the group write it) on a task card, and use it as a normal task card.

Special notes on your tasks:
56, 59 Jon has a pile of necklaces and Christopher has many files on you, so you can give this task to many groups after each other, without returning the items immediately
58. You can come up with a lot of dietary restrictions for you – no sugar, no fish, no vegetables, nothing that is round, nothing that has been boiled…
57. Chose any game you want to – you will get dice and a card deck.

Tasks from other teamers that You are involved in:
Some other teamers can give out tasks that involve you. These are:

20. Find a motive for FBI (given out by Peter) – PCs may come and ask you about the FBI agents or about the murder victim (or similar). You can tell them the following info: The word on the street is that Agent Scoulder's sister's candy was once taken by a boy with a pointy straw hat...
7. Force false witness (given out by Peter) – PCs will try to gamble with you, and make you lose so that you are in much debt to them. Like that they will have a hold on you, and you will witness falsely that you saw the FBI agents on the murder scene when the murder happened.
10. Get rid of the alibi of Scoulder (Given out by Peter) – Scoulder's alibi is that he was gambling with you when the murder happened. PCs will try to convince/threat you to "forget" about that
49. Hire Eva the Shark for FBI (Given out by Jostein) - The PCs will try to make a contract between you and FBI. Haggle about salary, holidays etc.
14. Illegal business 1(Given out by Steffi) - Groups may smuggle coffee from Steffi to you. They will tell you the codephrase"My hovercraft is full of eels" and you should reply "Is it scratched?". Then take the coffee.

PCs might come and ask for your fingerprints (given out by Chris)

There might be new tasks popping up during the game that involve you. Hopefully you get the information in time, otherwise you just have to improvise.

Your material:
- Read through your task cards before the game
- You will get the following material:

pen (for your tasks + writing on task check lists, new task cards etc.)
some paper (for your tasks + writing whatever you might want to write – contracts with PCs, keeping track of groups…)
your task cards
empty task cards
card deck
dice + dice cup
some coffee, tea and chocolate, if you want to trade with PCs when you're bored… you are a dealer, after all

Other teamers in the game:
Lübeck – Don Mascarpone (Den Haag)
Peter – Don Don (Berlin)
Jon – Junior (helping Peter in Berlin)
Brajda – Mama (helping Lübeck in Den Haag)
Julia – Romea (in jail, teamer's corridor)
Niko – Giulio (in jail, toilets under the Saal-building
Daniel – John O'Connor (guarding Niko, toilets under the Saal-building)
Liene – Psychic woman, Madame Ghenna (Adlerhorst)
Christopher – Scoulder (Rittersaal)
Schabi – Dr. Samantha Stelling (Tea Kitchen/ U-Boot)
Jostein – Mully (Table soccer room)
Ole – Pizzeria keeper Mario ("Werkstatt")
Steffi – Honey (guarding Julia in teamer's corridor)

End Game, teamer instructions: SCHABI

Character: Your storyline character, the doctor Samantha Stelling. This time she has some "time off" and works in her own laboratory. You can go on prattling about your evil plans, but they are not in focus for the game.

Where will you be: At the tea kitchen in the back room of U-Boot. Busy with your experiments… You can organize the room on beforehand to look a bit like a lab...

What will you do: You will give out Side Quests to PCs. You can ask any group passing by if they want to help you with some things, but they are allowed to refuse. They are, however, not allowed to choose which task they want to do, either they take the one you offer or then they don't take any at all. You can be flexible and nice, but you don't have to. If the group is unable to fulfill a task, it can return it (but not without trying it first!)

When a group wants to do a task:

- Check that the whole group is present and that nobody is missing
- Take a look at their Task Check List. Each group will be carrying this with them. On the list you can see the group number, members of the group and what tasks they have been doing.
- Check that they don't have very many unfinished side quests going on, they shouldn't collect as many cards as possible, but do the tasks. Don't give out a new task if they already have more than 2 unfinished side quests (if they don't have VERY good reasons).
- Give out a task card. You can try to balance the game by giving difficult (level 3) cards for groups that have only done easy (level 1) tasks before, and vice versa. We hope that the PCs get to do as many Different tasks as possible during the game.
- Write the task name and number + your name in their Task Check List
- Give the PCs the task material, if there is any

! Try to give out every task at least once during the game.
! Every group can do the same task only once
! All tasks can be done many times (by different groups)
! Some tasks can be done by many groups at the same time. These tasks have multiple cards, that are marked 1/4, 2/2 etc. Try to avoid many groups doing the same task at the same time, but don't hesitate to use the option if there are no other good tasks to give out.
! You can try to keep track on how many groups you have out there, doing what tasks. But you don't have to.

When a group wants to report for a finished task:

- Check that the whole group is present and that nobody is missing
- Confirm that they have indeed done the task.
- Check out the finished task on their Task Check List. Take back the task card.
- Give out a reward… If you want to! The reward can be some all-week-game –money, some random items (hobby material, piece of costume…), a vague promise (relevant or irrelevant for the game), answer to some question of theirs…

Negotiating:

- PCs are allowed to haggle for the tasks. They can try to agree on some reward before they accept any task. Be creative, be as stubborn or nice as you want to and feel is suitable. Let yourself be bribed if you feel like it etc etc. Play your character and enjoy ;)
- If they PCs ask you for something (some piece of information, some item they need for some other task) you can ask them for something in return. Maybe they need to do one of your tasks before you give the item to them? Or maybe you come up with something else small? Or maybe they need to pay you with all-week-game-money, chocolate or something. BUT you always have the alternative of just being nice and giving them what they want directly. You can also take a look at their Task Check List to see whether they have a lot of other things going on already. The point is to make the game nice, and challenging enough – not a swamp of tasks upon tasks upon tasks.

New tasks:

- You will get some empty task cards as well. You can come up with own, new tasks if you are bored ;) Try not to involve other teamers into these tasks, at least not very much, because they might be busy with own tasks. If you come up with a task that involves some other teamer, try to tell him/ her about it!
- The PCs can also propose some own tasks. It is up to you to approve of them or not. If the task sounds good, then write it (or let the group write it) on a task card, and use it as a normal task card.

Special notes on your tasks:

68. If you run out of glass jars, give the PCs one with already a bug inside, and tell them that they need to free it first, it wasn't suitable as a test subject anyway
71. You will get two puzzles. It is possible to build a pyramid of them both. Depending on how eager/busy the group seems, you can give them either one or both puzzles.

Tasks from other teamers that You are involved in:

Some other teamers can give out tasks that involve you. These are:

20. Find a motive for FBI (given out by Peter) – PCs may come and ask you about the FBI agents or about the murder victim (or similar). You can tell them the following info: "I have seen his dreams. He is afraid of Ninjas…"
2. Bribe an expert witness (given out by Peter) – The PCs will want you to witness against FBI. Sure, but they will have to help you first. You are doing some experiment, and need one or some PCs as test subjects. If the test works out and you get the results you want, then you'll help them. If you don't get the expected results you just get grumpy (PCs will have to fake that the experiment works). You can come up with any silly experiment you want to (for example, you may want to prove that eating triangular pieces of chocolate make people sneeze… or whatever)
12. Medical Certificate (given out by Peter) –PCs will ask you for a medical certificate, proving that Giulio wasn't physically able to stab anyone with a knife. Haggle for a price – they might have to bring you something in return, do one of your tasks, keep an eye on some experiment of yours, feed your pets…
77. Illegal Business (given out by Steffi) - Groups may smuggle tea from Steffi to you. They will tell you the codephrase "May the force be with you" and you should reply "Live long and prosper?". Then take the tea.

PCs might come and ask for your fingerprints (given out by Chris)

There might be new tasks popping up during the game that involve you. Hopefully you get the information in time, otherwise you just have to improvise.

Your material:

- Read through your task cards before the game
- You will get the following material:

pen (for writing on task check lists, new task cards etc.)
some paper (for your tasks + writing whatever you might want to write – contracts with PCs, keeping track of groups…)
your task cards
empty task cards
puzzle x 2 (for task 71)
glass jars (for task 68)
glue (for task 70)
broken glasses (for task 70) (OR something else that can be repaired, we haven't quite figured this out yet.)
empty medical certificates (for task 12)
some coffee, tea and chocolate, if you want to trade with PCs when you're bored…

Other teamers in the game:

Lübeck – Don Mascarpone (Den Haag)
Peter – Don Don (Berlin)
Jon – Junior (helping Peter in Berlin)
Brajda – Mama (helping Lübeck in Den Haag)
Julia – Romea (in jail, teamer's corridor)
Niko – Giulio (in jail, toilets under the Saal-building
Daniel – John O'Connor (guarding Niko, toilets under the Saal-building)
Liene – Psychic woman, Madame Ghenna (Adlerhorst)
Christopher – Scoulder (Rittersaal)
Jostein – Mully (Table soccer room)
Rieke – Eva the Shark (Basement)
Ole – Pizzeria keeper Mario ("Werkstatt")
Steffi – Honey (guarding Julia in teamer's corridor)

End Game, teamer instructions: PETER

Character: don Don. The head of your Family, and an anxious father whose son is imprisoned (innocent, for once).

Where will you be: In your office in BERLIN. You and Jon will have to make the room look "officy" before the game (desk, papers, pens, chairs, weird piece of art... blah blah)

What will you do: You are in charge of one of the main operations, giving out tasks that aim to frame FBI. You will give out tasks to PC groups, who will come one group at a time to your office. The groups are allowed to refuse a task. They are, however, not allowed to choose which task they want to do, either they take the one you offer or then they don't take any at all. You can be flexible and nice, but you don't have to. If the group is unable to fulfill a task, it can return it (but not without trying it first!).

Jon ("Junior") will help you – he will let in the PCs, and if there is anything you need done (contact to other teamers etc.), just ask him.

When a group wants to do a task:
- Check that the whole group is present and that nobody is missing
- Take a look at their Task Check List. Each group will be carrying this with them. On the list you can see the group number, members of the group and what tasks they have been doing.
- Check that they don't have other open main tasks (= tasks given by you or Peter)
- Give out a task card. You can try to balance the game by giving difficult (level 3) cards for groups that have only done easy (level 1) tasks before, and vice versa. We hope that the PCs get to do as many Different tasks as possible during the game.
- Write the task name and number + your name in their Task Check List
- Give the PCs the task material, if there is any

! Try to give out every task at least once during the game.
! Every group can do the same task only once
! All tasks can be done many times (by different groups)
! Some tasks can be done by many groups at the same time. These tasks have multiple cards, that are marked 1/4, 2/2 etc. Try to avoid many groups doing the same task at the same time, but don't hesitate to use the option if there are no other good tasks to give out.
! You can try to keep track on how many groups you have out there, doing what tasks. But you don't have to.

When a group wants to report for a finished task:
- Check that the whole group is present and that nobody is missing
- Confirm that they have indeed done the task.
- Check out the finished task on their Task Check List. Take back the task card.
- No reward is given out for the main tasks. No negotiating.

New tasks:
- You will get some empty task cards as well. You can come up with own, new tasks if you are bored ;) Try not to involve other teamers into these tasks, at least not very much, because they might be busy with own tasks. If you come up with a task that involves some other teamer, try to tell him/ her about it!
- The PCs can also propose some own tasks. It is up to you to approve of them or not. If the task sounds good, then write it (or let the group write it) on a task card, and use it as a normal task card.

Tasks from other teamers that You are involved in:

20. Find a motive for FBI (given out by Peter) – PCs may come and ask you about the FBI agents or about the murder victim (or similar). You don't have any answers to them.

PCs might come and ask for your fingerprints (given out by Chris)

There might be new tasks popping up during the game that involve you. Hopefully you get the information in time, otherwise you just have to improvise.

Your material:

- Read through your task cards before the game
- You will get the following material:

a pencil (for writing on task check lists, new task cards etc.)
some paper (for writing whatever you might want to write – contracts with PCs, keeping track of groups…)
your task cards
empty task cards
Plaster (for task 3)
Bowl (for task 3)

Other teamers in the game:
Lübeck – Don Mascarpone (Den Haag)
Jon – Junior (helping Peter in Berlin)
Brajda – Mama (helping Lübeck in Den Haag)
Julia – Romea (in jail, teamer's corridor)
Liene – Psychic woman, Madame Ghenna (Adlerhorst)
Christopher – Scoulder (Rittersaal)
Jostein – Mully (Table soccer room)
Schabi – Dr. Samantha Stelling (Tea Kitchen/ U-Boot)
Rieke – Eva the Shark (Basement)
Ole – Pizzeria keeper Mario ("Werkstatt")
Steffi – Honey (guarding Julia in teamer's corridor)
Niko – Giulio (in jail, toilets under the Saal-building)
Daniel – John O'Connor (guarding Niko, toilets under the Saal-building)