When you return to headquarters, things are much worse than when you left. At least five different sirens are sounding, and agents are running to and fro like bees in a hive.

“We’re not sending you out again, Cisra,” says the I-Witness technician as he receives the latest objectives through his earpiece. “A freelance detective has found evidence suggesting that E.V.I.L.’s plans are coming to fruition within the hour. They’re waiting for you in the mission room.”

With a word of thanks, you sprint down the red-lit hall to the mission room and shut the door behind you.

“Cisra,” says the commander. He gestures to the room’s other occupant, a well-groomed character whose pristine outfit contrasts with your dirt-ridden, water-sodden excuse for a coat. “This is detective...”

“Please, commander,” finishes the man. “With all due respect, we have no time for introductions.” He unrolls a peculiar map and flattens it out on the table. “I’ve been investigating E.V.I.L. for ten years, and today, it all paid off with this,” he says while gesturing at the map.

“We’re out of time, Cisra,” continues the commander. “We were hoping you’d be able to make sense of it. The I-Witness only has enough power left for one more trip before we have to spend a week recharging it, and according to the detective here, E.V.I.L.’s ultimate scheme is coming to the crescendo, if it hasn’t already.”

You study the map, thinking hard about where you’ve been and what you’ve seen - or perhaps, what you haven’t seen. The freelance detective does the same.

“Come on, Cisra, you’re the best we have,” the commander urges. “What is their target, and where is it?”
Where In The World?

Authors: Sean Gardiner, Scott Mooney & Andrew Crisp