



Dou knew the day would come when that alarm would ring. The red-and-orange light flashes across the room, almost shaking with the quick rhythm of the klaxon. It could only mean one thing...

You jump from your desk and dash down the long hallways of the vast, underground facility. It houses the only government organisation to actively track E.V.I.L. operatives and hunt them down. They had been quiet for so long, which has only made everyone all the more nervous.

The newest piece of technology your team has developed is “The I-Witness”, a powerful teleportation device that can transport you to the location of a crime in an instant. Only trouble is, you will have no way of knowing where you are once you arrive; you’ll have to figure that out for yourself, and quickly - with every moment their plans advance towards the most daring theft of all time!

You enter the lab and mute the alarm. A flustered and excitable assistant asks you to “please, sit and relax”, though the scale of this theft is proving hard to ignore. The other members of your team enter, watching anxiously as the device’s hums build to a crescendo.

You lie back on the seat and rest your arms at your side. Suspended above your head is an enormous metallic needle, crackling with energy. “Wish me luck”, you say with a smile. E.V.I.L. is fast, but for the first time, you have a chance of being right on their heels.

The energy writhes and builds before your vision explodes with light. The room begins to dissipate, and soon you are left only with the chief’s orders ringing in your ears:

“Find out what E.V.I.L. are going to steal before all trace of their crimes are gone!”