The chemist mixes all the compounds in the sphere, then takes a deep breath. There’s only one chance to get this right. They take aim and carefully roll the ball into position just in time. You can hear the quiet hiss as the sleeping gas escapes its container, filing the hallway. The guards, oblivious to their imminent slumber party, shuffle towards the sphere, brows furrowed in confusion. A moment later, gentle thuds could be heard, the sound of three bodies sinking to the floor. You wait until the hissing stops, then another two minutes to ensure the gas has had time to dissipate. And just to be safe, you hold your breath as you finally round the corner. You see the guards collapsed on the ground in a heap. Your crew member nudges one of the guards with their toe, but there’s no response; the guards are out cold. With no time to waste, you press onward, your footsteps echoing through the museum's deserted halls as you head deeper, towards the heart of the building.

After the 7th turn, you become thankful for the drills mastermind Mariko made you do in order to memorize the route. As you come up on the final turn, you slow and look around. Something feels off. You throw out your arm to keep your comrades from moving forward. Peering around suspiciously, you notice a small red light on the wall; an invisible laser. You follow where you think its path would be and see it passes just centimetres in front of your comrade’s shins. You stopped your crew just in time. Continuing to follow its path reveals another small red dot, this time in a mirror. In a more careful scan of the room, you start to see many more little mirrors, as well as some lenses reflecting and refracting the light around. You’ll have to use your knowledge of mirrors, lenses and ray diagrams to trace the laser’s path around the hall

