

Upon leaving the Downtown sector:

SUB_JimmyHeirloom You didn't get around to fetching jimmycracker's heirloom. Not your problem.

SUB_LlamaRescue It's probably too late to rescue the kidnapped Llama worshipper now.

SUB_N00Bz You left the N00Bz gang for the firewalls to handle.

At the beginning of M21:

CULT_DestroyTheTablets The holy tablets of the Llama cult remain intact.

CULT_DrainTheMelk The Melk(TM) still flows merrily from the fountains of the Goat cult.

SUB_FetchBiocells As an elite government agent, it is definitely not your job to retrieve biocells for forgetful DJ's.

SUB_KaigenCoffee You left Kaigen to freeze his arse off in the rain.

SUB_SymDisc01 (FindTheFloppy) God only knows what was on Sym's floppy disc, but it was probably not worth killing a man over.

SUB_SymDisc02 (FindTheFloppy) God only knows what was on Sym's floppy disc, but it was probably not worth killing a man over.

SUB_VoodooStuff You never got around to finding those remedies Yardbomb wanted.

At the beginning of M23:

CULT_KillAthena As Athena is still breathing, it is probably safe to assume you are not the hero of the Llama cult.

CULT_KillBeefman Beefman is still alive and well; there goes your position as the most valued worshipper of the Goat.

SUB_BlackIce You didn't help Evil Invasion, but it was his mistake anyway, let him straighten things out.

SUB_Bugging You never did place that spyware for DXO, but it was probably for the best.

SUB_DXEditing Frankly, you have better things to do than corporate espionage anyway.

SUB_FindZP You never managed to find ZP, but it's not like there aren't more important things to do.

SUB_KillBombers (SolBombing) It remains a mystery who bombed Sol's Bar, but hopefully Winquman will figure it out.

At the beginning of M24:

SUB_FreeHao Hao Niu-rou is probably still trapped in the factory... but who cares, right?

Funny way to get a city map?

Hey clever and inventive forumites! We've decided one of our city levels needs a map so the player can find his way around as it is frankly a very large and sometimes complicated level. Another of our city levels already has a map, which you get in a pretty humorous way (I won't spoil it for you, but it's not a very clean and official-looking map, let's just put it like that).

Unfortunately, we can't really come up with a sufficiently funny way to give the player a map of this level. We thought maybe a map from the tourist office with the major sights marked on it like that Wan Chai map, but it's not really funny as such. So... any suggestions? :)