

# helmhaven QUEESTES

Noteer de *queestepunten* (zoals bij einde spel) \_\_\_\_\_

Noteer ook de *penoscore* (zoals bij einde spel) \_\_\_\_\_

Geopend

Afgerond

ARCHITECT	<input type="radio"/>		<input type="radio"/>
BOEKET	<input type="radio"/>	<input checked="" type="radio"/> A	<input type="radio"/>
BRIEF	<input type="radio"/>		<input type="radio"/>
BRIEF ROBIN	<input type="radio"/>		<input type="radio"/>
CODE	<input type="radio"/>		<input type="radio"/>
COLD CASE	<input type="radio"/>	<input checked="" type="radio"/> A <input checked="" type="radio"/> B <input checked="" type="radio"/> C <input checked="" type="radio"/> D <input checked="" type="radio"/> E	<input type="radio"/>
CORRUPTIE	<input type="radio"/>		<input type="radio"/>
DE ZAAK	<input type="radio"/>	<input checked="" type="radio"/> A <input checked="" type="radio"/> B	<input type="radio"/>
DE ZESDE DAG	<input type="radio"/>	<input checked="" type="radio"/> A <input checked="" type="radio"/> B <input checked="" type="radio"/> C <input checked="" type="radio"/> D	<input type="radio"/>
DUISTERE ZAKEN	<input type="radio"/>		<input type="radio"/>
EEN LASTIG PAKKET	<input type="radio"/>	<input checked="" type="radio"/> A	<input type="radio"/>
EEN NACHT IN HET ZEEMONSTERMUSEUM	<input type="radio"/>	<input checked="" type="radio"/> A	<input type="radio"/>
GEIT	<input type="radio"/>	<input checked="" type="radio"/> A	<input type="radio"/>
HEILIG	<input type="radio"/>		<input type="radio"/>
HET HOGE NOORDEN	<input type="radio"/>		<input type="radio"/>
KAMPEREN	<input type="radio"/>		<input type="radio"/>
KELDER	<input type="radio"/>		<input type="radio"/>
KELDERVONDST	<input type="radio"/>		<input type="radio"/>
KLUS VOOR KARL	<input type="radio"/>	<input checked="" type="radio"/> A	<input type="radio"/>
NEEL	<input type="radio"/>		<input type="radio"/>
HOFLEVERANCIER	<input type="radio"/>	<input type="radio"/> Verprutst	<input type="radio"/>
OLIE OP DOEK	<input type="radio"/>	<input checked="" type="radio"/> A	<input type="radio"/>

Geopend

Afgerond

ONNA	<input type="radio"/>	<input checked="" type="radio"/> A	<input type="radio"/>
POES	<input type="radio"/>		<input type="radio"/>
RANCUNE	<input type="radio"/>	<input checked="" type="radio"/> Z	<input type="radio"/>
ROLLEN MAAR	<input type="radio"/>		<input type="radio"/>
ROSALINDE	<input type="radio"/>		<input type="radio"/>
SMOKKELAARS	<input type="radio"/>		<input type="radio"/>
TERATOLOGIE	<input type="radio"/>	<input checked="" type="radio"/> A <input checked="" type="radio"/> B <input checked="" type="radio"/> C <input checked="" type="radio"/> D <input checked="" type="radio"/> E <input checked="" type="radio"/> F	<input type="radio"/>
TERATOLOGIE-Z	<input type="radio"/>		<input type="radio"/>
TOREN	<input type="radio"/>		<input type="radio"/>
TROOST	<input type="radio"/>		<input type="radio"/>
VACHT	<input type="radio"/>	<input checked="" type="radio"/> A <input checked="" type="radio"/> B <input checked="" type="radio"/> C <input checked="" type="radio"/> D <input checked="" type="radio"/> E <input checked="" type="radio"/> F <input checked="" type="radio"/> G <input checked="" type="radio"/> H	<input type="radio"/>
VENDETTA	<input type="radio"/>		<input type="radio"/>
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WIJN	<input type="radio"/>	<input checked="" type="radio"/> A	<input type="radio"/>
WRAAK VAN ISADRELLA	<input type="radio"/>	niveau (# bezoeken) _____	<input type="radio"/>
ZILVER	<input type="radio"/>	<input checked="" type="radio"/> A	<input type="radio"/>
ZOMPWORTEL	<input type="radio"/>	<input checked="" type="radio"/> A	<input type="radio"/>