

**IF YOU GET KILLED, ANSWER YES WHEN THE GAME ASKS IF YOU WANT ANOTHER CHANCE.
YOU MAY HAVE TO DO THIS SEVERAL TIMES. THERE ARE 2 PLACES WHERE YOU CAN'T UNDO.**

=====
**X ME
X LORRY
X OTHER MEN
X PLATOON
X AL
X BORNE
X GRANT
X SHEM
X WEEPER
OUT
N
EAST
WEST
N
REMOVE PACK
DROP PACK
OPEN PACK
TAKE 6 GRENADES
PUT GRENADES ON BELT
TALK TO AL
TALK TO BORNE
TALK TO SHEM
TALK TO WEEPER
OPEN TIN
TAKE CIGARETTE
GIVE IT TO WEEPER
CLOSE TIN
TALK TO GRANT
SLEEP
G
G
G
TAKE SHOVEL
KILL RATS
G
G
G
SLEEP
G
G
TALK TO GRANT
CLOSE PACK
EQUIP ME
EXIT
N
N
N
X MEN
X SUPPLIES**

ASK MEN FOR SUPPLIES

SOUTH

OPEN KIT

TAKE FORK AND KNIFE

EAT BEEF

Z

Z

NE

DROP PANTS

CRAP IN TRENCH

PULL UP PANTS

SW

TAKE PACK

WEAR PACK

X OTT

TALK TO OTT

TAKE SUPPLIES

NW

NW

MOVE CURTAIN

IN

X CABINET

X MAPS

X TABLE

X KNICKKNACKS

DROP SUPPLIES

SALUTE GRANT

ASK GRANT ABOUT MISSION

OUT

SE

SE

TAKE SHOVEL

DIG DIRT

GRAB OTT

SLAP HIM

SHAKE HIM

! EITHER WAIT 5 TIMES OR CHECK WATCH 5 TIMES.

Z (5)

CHECK WATCH (5)

WAKE PLATOON

NW

WAIT

LISTEN TO GRANT

SE

OPEN PACK

CHECK PACK

REMOVE RIFLE

CLEAN RIFLE

TAKE BAYONET

ATTACH BAYONET TO RIFLE

WEAR RIFLE

CLOSE PACK

WEAR PACK

CROUCH DOWN

W

W

W

W

W

W

W

REMOVE MASK

SOUTH

ENTER CRATER

Z

Z

Z

Z

Z

Z

EXIT

N

TELL GRANT ABOUT BORNE

WAVE TO BORNE

BORNE, SCOUT AREA

WAIT

ASK BORNE ABOUT GERMANS

TALK TO AL

SHEM, THROW GRENADE

AL, KILL GERMANS

Z

ASK GRANT ABOUT RECON

EAST

EAST

CLOSE PACK

TAKE PACK

NW

SW

SW

X BATMAN

ENTER DUGOUT

TALK TO BATMAN

NE

NE

NW

IN

WAKE GRANT

TELL GRANT ABOUT GREY

MOVE CURTAIN

IN

X GREY

TALK TO GREY

OUT

NE

NE

SE

TAKE SHOVEL
DIG DIRT
NW
NW
IN
WAKE GRANT
TELL GRANT ABOUT OTT
DETACH BAYONET FROM RIFLE
PRY CABINET
G
TAKE STICK
TAKE NEWSPAPER
X STICK
X NEWSPAPER
PUT ALL IN CABINET
ATTACK OTT
Z
GIVE DRINK TO OTT
LISTEN TO CONVERSATION
TELL AL ABOUT CABINET
FOLLOW AL
UNSLING RIFLE
SHOOT SNIPER
SW
TAKE SHOVEL
DIG DIRT
AL, FOLLOW ME
IN
WAKE GRANT
TELL GRANT ABOUT OTT
DROP PACK
OPEN PACK
PRY CABINET
FIX BAYONET
TAKE STICK
TAKE BOOK
TAKE NEWSPAPER
TAKE GLASS
X STICK
X NEWSPAPER
X BOOK
X GLASS
X MARKINGS
OPEN BOOK
READ BOOK
THINK ABOUT CODE
GIVE BOOK TO AL
SEARCH CABINET
TAKE PAGE
GIVE PAGE TO AL
TAKE CANTEEN
OPEN IT
INSERT STICK IN CANTEEN

PUT CANTEEN IN PACK
CLOSE PACK
TAKE PACK
RUB NEWSPAPER WITH STICK
READ NEWSPAPER
OUT
SE
SE
WEEPER, WATCH GRANT
ASK AL ABOUT INFORMATION
READ PAGE
DROP PACK
OPEN PACK
PUT PAGE IN PACK
SLEEP
SHAKE BORNE
SLEEP
GIVE CANTEEN TO BORNE
ASK BORNE ABOUT BATMAN
ASK BORNE ABOUT LANDLADY
ASK BORNE ABOUT GRANT
TAKE SHOVEL
WEAR PACK
TELL MEN ABOUT DIGGING PARTY
TALK TO OTT
PLATOON, FOLLOW ME
DIG LATRINE
TELL MEN ABOUT SPEECH
ASK GRANT ABOUT PASS
SOUTH
SOUTH
WEST
ENTER CAFE
EXAMINE BAR
EXAMINE WOMAN
GIVE PASS TO WOMAN
ORDER BEER
FOLLOW BORNE
SIT ON BENCH
ASK BORNE ABOUT LETTER
ORDER BEER
WAVE TO OTT
DRINK BEER
ORDER BEER
DRINK BEER
WAIT
X SIMONE
ORDER BEER
DRINK BEER
WAIT
EXAMINE GIRL
ASK BORNE ABOUT LETTER
ASK BORNE ABOUT LETTER

WAIT
ASK LANDLADY FOR LETTER
ORDER WINE
X WINE
DRINK WINE
EXAMINE STOOL
SIT ON STOOL
SLEEP
OPEN PACK
TAKE CANTEEN
OPEN CANTEEN
DRINK WATER
CLOSE CANTEEN
PUT CANTEEN IN PACK
CLOSE PACK
WEAR PACK
WAVE TO AL
NORTHEAST
CLEAN SELF
SW
AL, FOLLOW ME
DROP PACK
OPEN PACK
TAKE LETTER
CLOSE PACK
TAKE PACK
SHOW LETTER TO MCGREGOR
MCGREGOR, OPEN LETTER
TELL MCGREGOR ABOUT GREY
Z
Z
Z
DROP PACK
OPEN PACK
TAKE PAGE
CLOSE PACK
TAKE PACK
TELL GREY ABOUT GRANT
TELL GREY ABOUT CABINET
TELL GREY ABOUT PAGE
WAVE AT AL
EXIT
DROP PACK
OPEN PACK
WAIT
WAIT
ASK GREY ABOUT ARTILLERY
ASK GREY ABOUT HILL
ASK GREY ABOUT FLAME THROWERS
ASK GREY ABOUT WIRE
SLEEP
SLEEP
SLEEP

SLEEP
ASK AL ABOUT THOUGHTS
ASK BORNE ABOUT THOUGHTS
ASK SHEM ABOUT THOUGHTS
ASK WEEPER ABOUT THOUGHTS
OPEN MESS KIT
TAKE CHEESE
SMELL CHEESE
EAT CHEESE
CLOSE MESS KIT
PUT SHOVEL IN PACK
TAKE CUTTERS
CLOSE PACK
WEAR PACK
FIX BAYONET
EQUIP ME
TELL PLATOON ABOUT ARTILLERY
WAIT
DRINK RUM
COMFORT OTT
SLEEP
SLEEP
WAIT
WEST
WEST
CUT WIRE
WEST
KILL GERMANS
CUT WIRE
WEST
TAKE GRENADE
THROW GRENADE
TAKE GRENADE
THROW GRENADE
TAKE GRENADE
THROW GRENADE
CUT WIRE
WEST
BORNE, SCOUT AREA
MEN, ATTACK POST
TAKE GRENADE
THROW GRENADE
TAKE GRENADE
THROW GRENADE
TAKE GRENADE
THROW GRENADE
UP
MEN, CHARGE ENEMY
G
SHOOT GERMAN
TALK TO GREY
READ SCRAP
OTT, FOLLOW ME

DOWN
EAST
EAST
EAST
EAST
EAST
S
EAST
EAST
X MAN
TALK TO MAN
HARROW
150
RAIN
OPEN PACK
GIVE SCRAP TO MAN
TELL GREY ABOUT SHELLS
ASK GREY ABOUT CASTLE
SLEEP
G
SOUTH
SOUTH
WAIT
G
EXIT
WAIT
X MAN
FOLLOW MAN
Z
Z
X MAN
TALK TO HENRY
ASK HENRY ABOUT MISSION
CHANGE CLOTHES
X ENVELOPE
OPEN IT
TAKE ALL FROM ENVELOPE
UNFOLD MAP
READ IT
FOLD IT
X DOCUMENTS
X PASS
PUT DOCUMENTS,PASS,MAP IN ENVELOPE
CLOSE ENVELOPE
PUT ENVELOPE IN POCKET
ASK HENRY ABOUT ENVELOPE
ASK HENRY ABOUT DOCUMENTS
ASK HENRY ABOUT PASS
ASK HENRY ABOUT MAP
ASK HENRY ABOUT CLOTHES
ASK HENRY ABOUT CASTLE
TELL HENRY ABOUT GRANT
AL, TELL HENRY ABOUT CODE

OTT, TELL HENRY ABOUT MATES
TELL HENRY ABOUT AL
TELL HENRY ABOUT OTT
EXIT
Z
Z
ENTER CAR
Z
Z
ENTER TRAIN
SLEEP
G
TAKE KEY
UNLOCK DOOR
OPEN DOOR
IN
OPEN LIVING ROOM DOOR
W
X CLOCK
LOOK BEHIND CLOCK
TAKE NOTE
UNFOLD IT
READ IT
X ENVELOPE
OPEN IT
READ LETTER
EAST
OUT
Z
X PILOT
TALK TO MAN
Z
ENTER PLANE
Z
Z
Z
Z
X BARN
IN
X MAN
FOLLOW MAN
CHANGE CLOTHES
ATTACH TOOLS TO BELT
X BELT
OUT
X MANHOLE
TAKE OUT ENVELOPE
OPEN IT
TAKE PASS
WAIT
GIVE PASS TO LIEUTENANT
PULL RING
DOWN

REMOVE TORCH FROM BELT
TURN TORCH ON
TAKE OUT SEWER MAP
UNFOLD IT
W
FOLLOW MAP
G
G
G
G
SOUTH
SHINE TORCH ON CEILING
TURN TORCH OFF
PUT TORCH ON BELT
REMOVE CUTTERS FROM BELT
CUT COVER
PUT CUTTERS ON BELT
TAKE HAMMER
HAMMER FLOOR
PUT HAMMER ON BELT
UP
SEARCH RACKS
X CART
SEARCH CART
X TARP
X TIN
TAKE TIN
RUB TIN
OPEN TIN
INSERT GLOVES IN GREASE
GREASE CART
REMOVE GLOVES
DROP GLOVES
CLOSE TIN
DROP TIN
TAKE TARP
PUT TARP IN CART
TAKE CUTTERS
CUT BOLT
OPEN DOOR
PUT CUTTERS ON BELT
AL, PUSH DOOR
OTT, PUSH DOOR
PUSH DOOR
CLIMB STAIRS
LISTEN
Z
Z
Z
TAKE ENVELOPE OUT OF POCKET
OPEN IT
TAKE MAP
UNFOLD IT

READ IT
FOLD IT
PUT IT IN ENVELOPE
CLOSE ENVELOPE
PUT ENVELOPE IN POCKET
AL, LIFT TILES
OTT, LIFT TILES
LIFT TILES
LOWER TILES
Z
AL, LIFT TILES
OTT, LIFT TILES
LIFT TILES
OUT
LOWER TILES
OPEN CLOSET
X UNIFORMS
X EQUIPMENT
X BOOTS
SEARCH CLOSET
LIGHT LAMP
ENTER CLOSET
TALK TO AL
TALK TO OTT
OPEN CLOSET
OUT
TAKE HAMMER
LIFT TILES
ATTACH HAMMER TO BELT
Z
CLIMB STAIRS
LIFT TILES
OUT
LOWER TILES
OPEN CLOSET
ENTER CLOSET
ASK AL ABOUT OTT
Z
Z
TALK TO OTT
ASK OTT ABOUT ROPE
OPEN CLOSET
OUT
CLOSE CLOSET
N
S
TELL AL ABOUT AIDE
TAKE OUT ENVELOPE
OPEN ENVELOPE
TAKE SILK MAP
TWIST IT
CLOSE ENVELOPE
PUT ENVELOPE IN POCKET

OPEN CLOSET
ENTER CLOSET
Z
Z
OPEN CLOSET
ATTACK AIDE
Z
Z
OTT, GUARD AIDE
PULL CART UP STAIRS
LIFT TILES
PULL CART OUT OF CELLAR
LOWER TILES
OPEN CLOSET
ENTER CLOSET
CHANGE CLOTHES
X UNIFORM
X BOOTS
OPEN CLOSET
OUT
PUSH CART INTO CLOSET
SOUTH
ENTER HALL
X TABLE
LISTEN TO CONVERSATION
Z
ASK AL ABOUT PLANS
AL, EXAMINE PLANS
N
Z
OPEN HOLSTER
TAKE PISTOL
POINT PISTOL AT GRANT
GRANT, HALT
TALK TO GRANT
REMOVE GAG FROM AIDE
TACKLE OTT
UNTIE AIDE
TIE GRANT UP
PUT GAG ON GRANT
UP
LIFT TILES
OUT
LOWER TILES
OPEN CLOSET
PULL CART OUT OF CLOSET
SHOVE GRANT INTO CART
TAKE TARP
COVER CART
PUSH CART N
PUSH CART N
AL, FOLLOW ME
OPEN BOOT

UNCOVER CART
GRAB GRANT
SHOVE GRANT INTO BOOT
CLOSE BOOT
UNLOCK CAR
OPEN CAR
ENTER CAR
CLOSE CAR
START CAR
WEST
SOUTH
EAST
NORTH
NORTH
WEST
ASK AL ABOUT DIRECTIONS
OPEN CAR
EXIT
OPEN BOOT
GRAB GRANT
REMOVE GRANT FROM BOOT
UNTIE GRANT
REMOVE GAG FROM GRANT
WEST
WEST
SOUTH
SOUTH
LISTEN
WAIT
WAIT
X CLOD
TAKE CLOD
THROW CLOD
X SCOTSMAN
TALK TO SCOTSMAN
TELL MAN ABOUT GRANT
TELL MAN ABOUT PLATOON
ASK AL ABOUT MEETING
FOLLOW SCOTSMAN
X MAC
SALUTE MAC
TALK TO MAC
X HAMILTON
AL, TELL MAC ABOUT PLANS
OTT, TELL MAC ABOUT AIDE
FOLLOW HAMILTON
SLEEP
SLEEP
FOLLOW HAMILTON
EXIT
TAKE ENVELOPE
OPEN IT
TAKE SHEAF

GIVE SHEAF TO GREY

SLEEP

OPEN ENVELOPE

TAKE SHEAF

GIVE SHEAF TO HENRY

SLEEP

SLEEP

X GENERAL

X GRANT

X BOX

WAIT

TELL GENERAL ABOUT GRANT

TELL GENERAL ABOUT WIFE

Z

TALK TO OTT

SLEEP

SLEEP

AIM RIFLE AT GRANT

SHOOT GRANT