

**1. OBJECTIVE**

You are a British Agent in 1942, relaxing in the BRIEFING ROOM having received the instructions for your next mission.  
You will make your way to a GERMAN CAMP from where you must escape with the secret ROCKET FUEL PLANS. It is known that these are kept in a strong SAFE but the exact location of this is not known.  
Some assistance may be provided by a GERMAN GUARD called SCHMIDT who is a DOUBLE agent so SCOTCH could be of some use if you meet him.  
You commence with an ENERGY factor of 100 and if this falls below ZERO you will be unable to continue.

**2. COMMANDS**

Commands are by the normal verb-noun input but GO NORTH can be replaced with N.

**3. MOVEMENT**

N, S, E, W, U, D.

**4. SPECIAL VERBS**

LIST - gives inventory and ENERGY.  
LOOK - redescibes location.  
QUIT - to start again.  
SAVE - to save current situation in game.  
LOAD DATA - to restart a SAVED position.

**5. ACTION VERBS**

A Selection is summarised:-

ATTACK	KICK
BLACKEN	KILL
BREAK	LIFT
BRIBE	LIGHT
BURN	LOCK
CLEAR	OFFER
CLIMB	PAT
CLOSE	PRESS
CUT	PULL
DIAL	PUSH
DIG	READ
DRINK	RELEASE
DROP	RUB
EAT	SAY
ENTER	SHOOT
ERECT	SHOW
EXAMINE	SHUT
EXTINGUISH	SMASH
FEED	STAB
FILE	STRIKE
FIRE	TIE
GET	TURN
GIVE	TWIST
HELP	UNLOCK
HIT	UNTIE
JUMP	USE
	WASH

If you use a verb in the wrong context you may get a response 'Are you joking?'