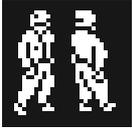


Characters

	You	You can control your movements, but if you stand still for a while, you'll start walking around just like the rest of the prisoners.
	You (in uniform)	When in uniform you can go into restricted areas without getting caught, unless the smart guard sees you, you're missing (missed a roll call), or the searchlights (at night) see you.
	Prisoner	Your fellow prisoners are of no concern of yours, and no danger either.
	Guard	If you're in an allowed area, then there's nothing to worry about. But watch out if you're not where you're supposed to be!
	Smart guard	Like the average guard, but can see that you're a fake soldier when you're wearing a uniform. There's only one of this kind.

Events

These are the most important (all?) events that can occur during the game.

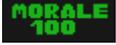
Roll call	The roll call is when all the prisoners are lined up and checked out, in the north-east part of the prison yard. Roll call is twice a day, once right after you've gotten up in the morning, and once before you go to bed. Don't miss the roll call, or the guards get more suspicious when you're in disguise.
Breakfast	The breakfast is right after the morning roll call, and I don't think it's dangerous to miss it.
Exercise	During exercise time the prisoners walk around in a special fenced area, the area closest to freedom (don't ask me why :)). This area is important, and the only time the gates are open is during this time.
Red cross parcel	This means that there's a parcel to pick up in a room close to the place where there's roll call.
Item discovered	Don't leave things lying around where guards pass, or they'll find them!
Time to wake up	Pretty obvious, the night is over.
Solitary	If a guard catches you where you're not allowed, you'll spend some time (until the next morning) in a solitary cell. You lose some moral, and if you're carrying items they will be taken (and returned to where you found them). Getting caught can be a good way of killing some time (for example when waiting for a parcel), but make sure your moral doesn't go below zero (you can easily increase your moral by for example taking on and off your guard uniform a couple of times).

Items

These are the items that I have found, I'm not sure about all the items and their uses.

	Uniform	Used to get passed guards, so that you don't get caught.
	Key	Used to (surprise) open certain doors.
	Radio (?)	?
	Red cross parcel	Open it and you'll find other useful items.
	Money	Needed to bribe the people at the border, once you've escaped.
	Flashlight	Used to light up the underground escape tunnels.
	Wire cutters	Used to cut the fence, so that you can escape.
	Poison	Can be used to poison guard dogs.
	Shovel	Used to remove blocks of stone.
	Packed lunch	Needed for the escape to avoid dying from starvation.
	Compass	Needed to find your way around when you've escaped from the camp.
	Chocolate	Used to bribe fellow prisoner in exercise yard to distract attention.

Scoring

	Score	You get points for doing things that take you closer to freedom, and things that are dangerous and forbidden. You can for example get points for each time you walk into a certain room.
	Morale	Your morale is how you feel, maximum is 100. When you've lost all your morale you will be unable to do anything of your own will (just walk around like any of the other prisoners), ie the game is over. Morale can be lost for example for each new day that dawns, and when you're put in solitary. You can get an increase in morale when you find something useful, or when you do something that takes you closer to freedom. If you want to maintain high morale, avoid being put in solitary, that really drains your morale.

Controls

Move around	Use the arrow keys to move your character. This privilege is lost when morale reaches zero.
Pick up object	Press your joystick button, and pull up with your joystick (or corresponding keys if using an emulator).
Drop object	Press your joystick button, and pull down with your joystick (or corresponding keys if using an emulator).
Use object	Press your joystick button, and pull sideways with your joystick (or corresponding keys if using an emulator).
Move object	If an object (of the world) is moveable, then it will move when you simply walk into it.

Introduction

The Great Escape is an old Commodore 64 game which has always been one of my favorite games. When I rediscovered it with the help of an emulator, I decided to put together this unofficial homepage to let others take part of the greatness of this game. The events take place in a prison camp, somewhere in Germany, sometime during WW2. Your goal is (obviously) to escape from this camp, and that's about all. Get more detailed description of the game by clicking on the links above.

I'm in no way an expert on this game, I'm just a fan of it, so hints, corrections and suggestions are of course welcome!

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