

“Mission Adventure” by Michel Brassinne (1984)

12 Narrow Corridor	13 Narrow Corridor	14 Narrow Corridor
10 Narrow Corridor	11 Room (NESW Exits)	15 Room (NW Exits) <ul style="list-style-type: none"> - Portrait - Safe - Dial (R40,L25,R12) - Bars
9 Narrow Corridor	8 Nearly Empty Room <ul style="list-style-type: none"> - Wardrobe - Book - Paper - (Code: R40,L25,R12) 	
	6 Passage (N.E.S)	7 Slippery (E-W) Corridor <ul style="list-style-type: none"> - Move east until Dead End is reached, then W
	5 Damp N-S Corridor <ul style="list-style-type: none"> - Foam - Hatch - Box - Key 	
4 Dusty Room <ul style="list-style-type: none"> - Calendar 	2 Crossroads <ul style="list-style-type: none"> - Gate (Don't try leave with more than 3 bars) 	3 Dark Room <ul style="list-style-type: none"> - Skeleton - Uniform - Matches
	1 Start <ul style="list-style-type: none"> - Entry - Exit (to win) 	

Map: Jim Gerrie (2023)