“Mission Adventure” by Michel Brassinne (1984)

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| 12 Narrow Corridor | 13 Narrow Corridor | 14 Narrow Corridor |
| 10 Narrow Corridor | 11Room (NESW Exits) | 15 Room (NW Exits)   * Portrait * Safe * Dial (R40,L25,R12) * Bars |
| 9 Narrow Corridor | 8 Nearly Empty Room   * Wardrobe * Book * Paper * (Code: R40,L25,R12) |  |
|  | 6 Passage (N.E.S) | 7 Slippery (E-W) Corridor   * Move east until Dead End is reached, then W |
|  | 5 Damp N-S Corridor   * Foam * Hatch * Box * Key |  |
| 4 Dusty Room   * Calendar | 2 Crossroads   * Gate (Don’t try leave with more than 3 bars) | 3 Dark Room   * Skeleton * Uniform * Matches |
|  | 1 Start   * Entry * Exit (to win) |  |

Map: Jim Gerrie (2023)