



**WALKTHROUGH**

# MISSION ODESSA

## Overview

---

*by Christian Murtas*

*Mission Odessa is a videogame released in 1986 for the Commodore 64 and Spectrum. Written by Paolo Giorgi and distributed by the Publishing Group Jackson.*

# Table of contents

Foreword	4
<b>Part I Introduction</b>	<b>5</b>
<b>Part II The Walkthrough</b>	<b>6</b>
Ground Floor.....	7
Map .....	8
Ground Floor .....	9
Basement.....	15
Map .....	16
Basement .....	17
Ground Floor - Back.....	17
Map .....	19
Ground Floor - Back .....	20
The escape.....	21
The escape .....	22
First Floor.....	25
Map .....	26
First Floor .....	27
<b>Index</b>	<b>0</b>

Missione

ODESSA



Paolo Giorgi 1986

# •Introduction•

**Y**ou are about to play to one of the best interactive fictions on Commodore 64.  
I decided to play it again exactly 30 years after it's release; That's right, this year Mission Odessa is 30 years old!  
To help the solution of Mission Odessa here's a list of all possible verbs:

**turn on, open, attack, load, close, hit, give, sleep, examine, turn, look, put, insert, drop, read, move, watch, press, take, answer, escape, unload, dig, sit, smile, turn off, kill.**

There are also: **lg** and **sg** to save or load the state of the game.

In fact, one of the major difficulties in this type of adventures is to guess which words and verbs are 'known' by our good ol' computer.  
And now that you know them you can try to play without reading the next pages.

# •The Walkthrough•

**S**o, before we start it is important to remember that time is of essence.

Thereby, I mean that it will not be possible to wander aimlessly in the Gauleiter's house without running into certain death, understood?

Moreover there is a maximum number of items that we can carry, and this limit is 5 at a time.

- Shalom, David! -

## •Ground Floor•

**W**ell well, if you are reading this chapter it means that you decided to play with me this wonderful adventure!

September 15, 1948, LINZ, AUSTRIA  
05:24 PM

The office's furniture is simple; a dusty filing cabinet, pictures on the wall, a massive and austere desk in the center, some upholstered chairs. On one of these, behind the desk, Simon Wiesenthal looks at you carefully; when he decides to talk, the tone of his voice strikes you because it's so cold and emotionless.

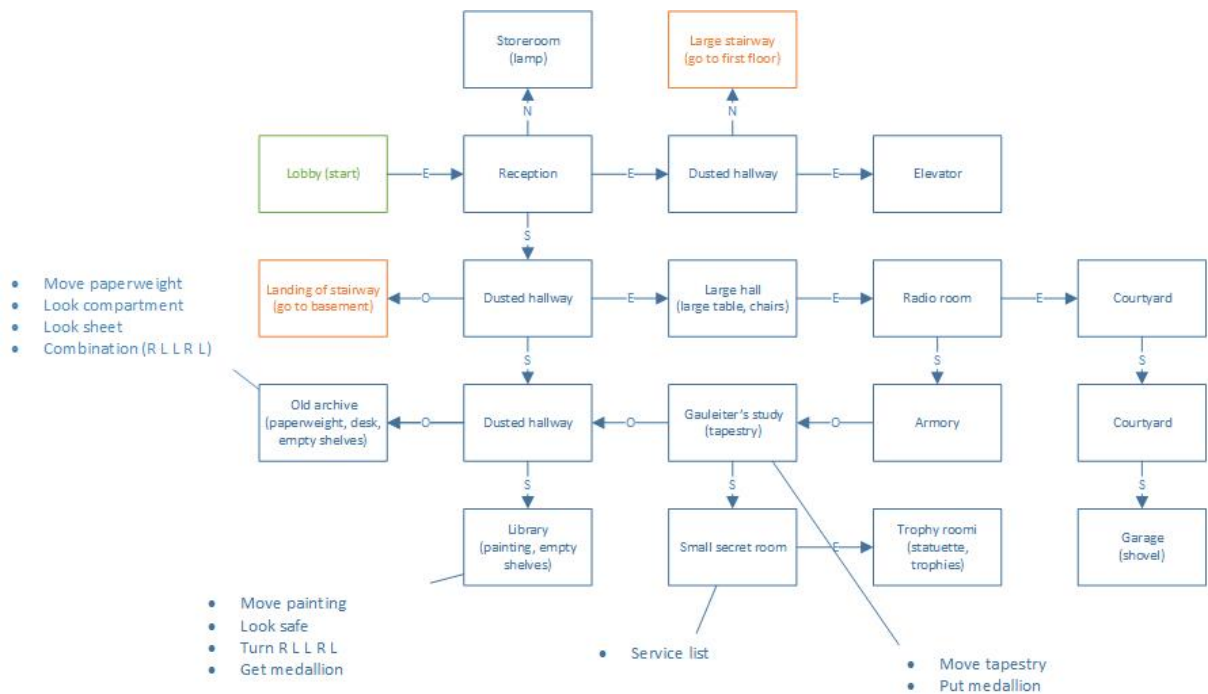
-This time David, It will not be easy. You have an hard mission and no official support. Some time ago, berlin informers warned me about the existence of an organization called ODESSA organizing the escape of Nazis from Germany.

Press spacebar to continue

Before we start let's take a look at the Ground Floor map...

# Map

## Ground Floor map.





## Ground Floor

**S**imon is giving us a tough nut to crack...

We listen to him speaking about the existence of an organization called Odessa which helps the escape of Nazis from Germany.

Recently he has come to know that these escapes are planned in a ruined house in the Russian side of Berlin.

He tells us that we need to recover some dossiers and folders, which are still located in the house, and all of them are essential!

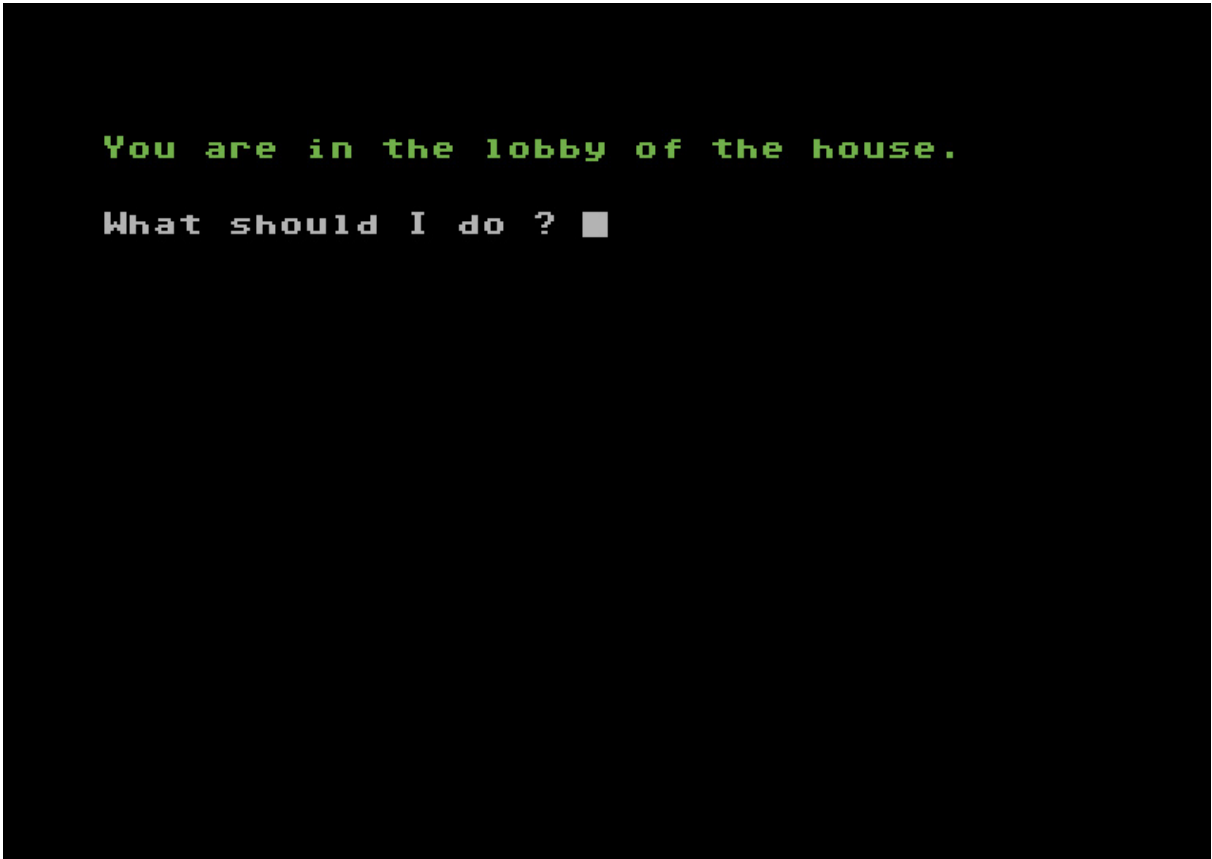
We learn moreover that we will be facing both Germans and Russians. That's all?

*Ah, I forgot David, naturally it is an unofficial operation... so, if you die, no state funeral!*

NOW I feel like John Rambo.

It's 10:10 p.m. and Ferenc, The only friend we have, takes us in front to the Gauleiter's house and all in haste flees telling us that he will come back to take us to the flight before dawn.

If we will have by then all the documents then he will take us to the checkpoint, otherwise... kaput!



```
You are in the lobby of the house.
```

```
What should I do ? ■
```

Here we go!

From now on, every second counts. In first place let's take a look to the inventory, just to know what we have with us.

We can see the items in our inventory by writing the word *inventory*.

We have some documents, matches and a flashlight. Good, so, should it be pitch black we could also use the matches. Easy peasy.

At some point, we will run out of matches and the flashlight will break. And when the flashlight will turn off it will not be long until we will break our neck!

Bad ending, better not fumble in the dark!

Let's look at the documents and we'll discover that our name is David Liebermann, a farmer that lives in Stuttgart. We can safely assume that this is our false identity.

You are in what once was the reception of the house.

What should I do ? e

You are in a large dusted hallway.

What should I do ? w

You are in what once was the reception of the house.

Your flashlight turns off suddenly: It may be flawed.

It's dangerous to get around without light.

What should I do ? ■

We now head to *east* through the Reception and then to *north*. We are now in the Storeroom. We see in front of us an oil lamp. If needed use a match, then take the lamp, turn it on and trash the matches and flashlight as we won't need them anymore. Furthermore, by dropping useless items, we get free space in our inventory.

We head *south* to go back in the Reception. Let's go again to *south*: we are in a damp hallway. Moving again to *south* we'll be in the second part of the damp hallway. Now head *west* and enter in an old archive. We'll see a paperweight, a table and some empty shelves.

By examining the paperweight we'll note that it's fixed to a runner; by moving it a hidden compartment will open. Examine the compartment and take the paper sheet. Read the sheet to find out it contains a code: R L L R L. Mmh... Could it be...

We're done here.

Head *east* to go back in the damp hallway, and then *south* to enter the library. We can see some empty shelves and a painting.

By looking at the painting we find out that it's only a valueless painting... but usually behind paintings there's something hidden. Bingo! Move the painting to discover a safe. Great Scott! What if the earlier code is... no way!

Examine the safe to discover that it has a knob (Really!?) that can rotate in both ways.

Turn the knob in the order shown by code found earlier. Once opened, let's examine the safe and take the medallion. The medallion, once examined, will reveal a swastika... interesting.

Head *north* to go back in the damp hallway and then *east* to enter the Gauleiter's study. We'll see an old tapestry. Move it to find a strange shape on the wall. Examine the shape to find out that it has the mold of a regular swastika. Put in the found medallion. We'll hear immediately strange creaks and suddenly a secret passage will open... This is getting interesting!

Head *south*, into the new hidden room, we'll see a desk with a paper sheet on it. Examine and find out that on the paper there is a list of 1500 names belonging to the SS and, *dulcis in fundo*, signed by nonetheless by Himmler in person. What the... they be damned! We have recovered a really important document, but that's not enough... let's get ramblin', the dawn approaches!

Head *east* to enter the Trophy Room: we'll see a statuette and some trophies hanging on the wall. The statuette represents the Führer. Take it, maybe we'll find Berlusconi and... ehehe! I'm digressing...

Let's go back to *west* in the hidden room; to *north* in the Gauleiter's study; to *west* in the damp hallway; to *north* always in the damp hallway; then *west* onto the landing that takes to the basement.

Go down the stairs and head *east*. We are in the hallway that takes to the basement and in front of us there is a nice niche! Mmmh, by examining the niche we'll find out that these kind of niche usually contain precious vases or statuettes. Now, we can choose to keep the statuette for Berlusconi or to put it into the niche. I suggest the latter. As we put the statuette in the niche a secret passage to the *north* will open. For now we should go back upstairs...

Go west and go upstairs. Head east to go back in the damp hallway; again to *east* in the great hall; *east* again into the radio room and *east* again to go outside the house: we are now in the courtyard.

Go *south* in the courtyard and *south* again to enter the garage. In front of us we see a nice rusty shovel, let's take it.

You are in the courtyard outside the house.

What should I do ? s

You are in the courtyard.

What should I do ? s

You are in the garage of the house.  
I see a rusty shovel.

What should I do ? look garage

You are in the garage of the house.  
I see a rusty shovel.

What should I do ? ■

There's one thing to say. The shovel can be used on the first floor, in the office room, to get the command rod. This rod is seemingly useless... or rather, it exists only to deceive you and waste your time and space in the inventory. You can't examine it if first you don't get it.

```
It's really difficult without taking it.
```

```
You are in a small room used as an  
office.  
I see a stick.
```

```
What should I do ? inventory
```

```
You have:
```


- a rusty shovel.
- some documents.
- a lamp.
- a service list.
- a medallion.

```
You are in a small room used as an  
office.  
I see a stick.
```

```
What should I do ? ■
```

If you want to finish the game don't go upstairs. From the garage go back in the basement, where we put the Führer statuette. Go *north* to the courtyard, *north* again to the courtyard then always *west* until we get to the landing. Go downstairs and then *east*, in the basement hallway.

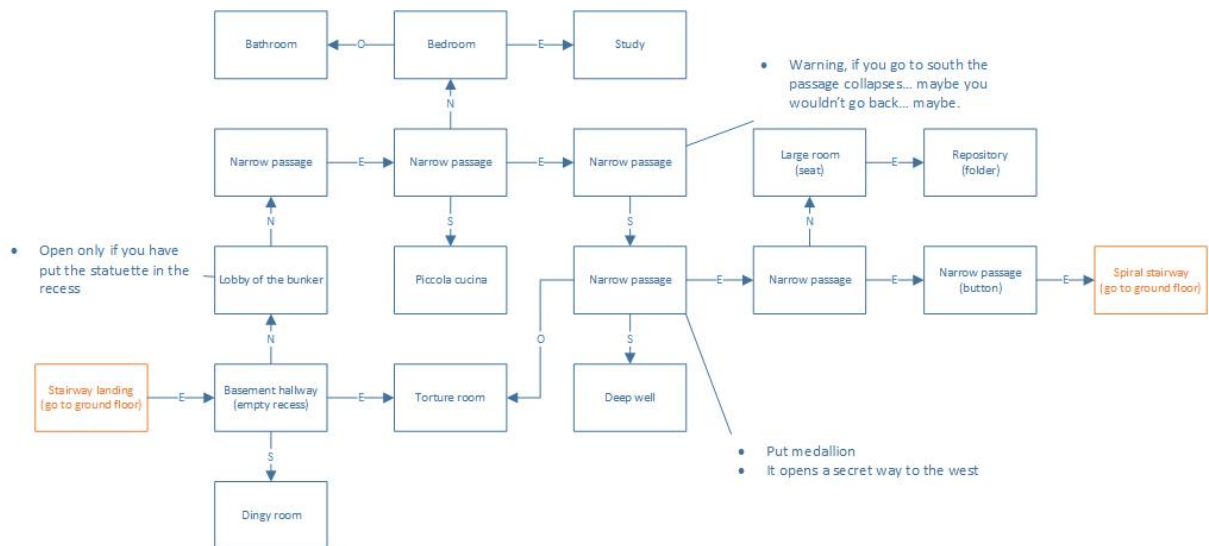
# •Basement•

et's take a look to the basement map first...

# Map

## B

### asement map.





## Basement

**R**eady to get into the bunker?

Head *north* through the passage opened thanks to the statuette. We are now in the lobby of a bunker. Go again *north* to enter a narrow passage. The head *east*, following the passage. And again *east*. As we go *south* the ceiling will collapse preventing us to go back. Who cares, let's go *south*!

```
What should I do ? s
```

```
The moment you leave behind you the  
passage, it collapses: you are lucky to  
not have been buried by the rubble, but  
now you can no longer go that way.
```

```
You are still in the narrow passage.  
The roof is collapsed at north.  
I see a circular shape on the wall.
```

```
What should I do ?
```

Not again... the round shape. Put the medallion in it to discover the usual secret passage that, if used, will take us into the torture room and from there to the stairs to the ground floor. We won't need the medallion anymore, drop it.


Head *east* to the narrow passage and then *north*. We are in a wide room and in front of us there is a seat. By examining it we find out that it can rotate on itself. By turning it a mechanism will activate that will open a secret passage to the *east*. Go *east*, in the hidden room that acts as an archive and take the folder on the table. Bingo! It's a file that contains the Gauleiter escape plan. Unfortunately, we're not done yet...

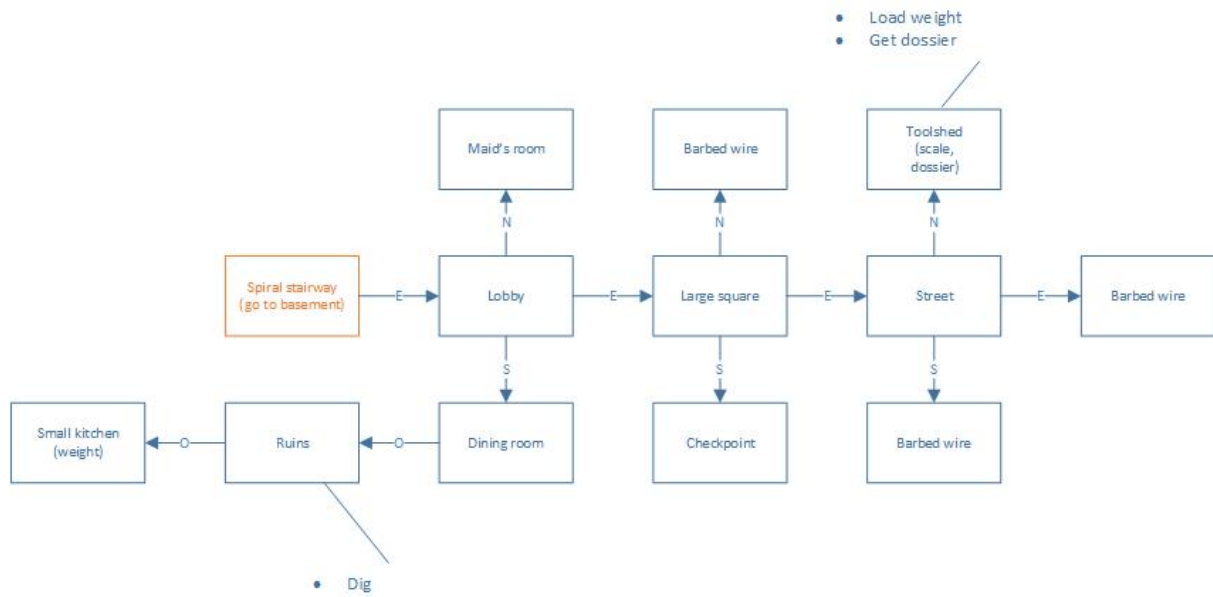
Head *west* and then *south* to go into the narrow passage. Head *east*. Here we can see a door and a button. Obviously the door won't open unless we press the button. Press the button, go *east* the go upstairs to find ourselves in the back of the house.

## •Ground Floor - Back•

**B**efore we start, let's take a look to the Ground Floor map, the backyard...

# Map

round floor map - back.



## Ground Floor - Back

**H**ead *east*, To the house lobby, and then *south*, in the dining room.

Go *west* and find out that we can't proceed because the rubble obstructs the passage.

Use the shovel, free the passage and try again to go *west*.

We are in a little kitchen and in front of use we see a weight. leave the shovel and take the weight.

Head *east*, in the dining room, and then *north* to the lobby.

Go *east* across a square, *east* again to the street and then *north* into a toolshed.

Try to be fast because we are outside and it's full of patrols. Inside the toolshed we can see a workbench and a scale. Examine the scale and load it with the weight we found earlier. Bingo! We hear a strange sound and a mysterious trapdoor opens on the floor. Let's take a look to the trapdoor and we'll discover a bulky dossier... and now it's time for our escape, and fast too.

```
What should I do ? read dossier
```

```
The dossier is huge. Opening it you find  
a set of documents still to be filled, a  
list of Nazi leaders names...presumably,  
and maps of South America with some  
Argentine locations highlighted. A brief  
report points out the establishment of  
various control centers every 60-70 km  
of the route to be taken and provides  
names and addresses related to the  
Bremen-Genova route. On all sheets there  
is a stamp: ODESSA.
```

```
You are in a toolshed.
```

```
I see a voluminous dossier.
```

```
I see an open trapdoor on the floor.
```

```
I see scale.
```

```
I see a workbench.
```

```
I see a weight.
```

```
What should I do ?
```

## •The escape•

**H**ere we are at the ending of the game, in which we have to go back to the starting point to meet Ferenc and to give him the documents.

## The escape

**G**o *south*, in the street, then *west* to the square, again *west* in the lobby, and *west* again to the stairs.  
Go down to go back in the basement. Go always *west* until we are in the bottom landing of the house and then go upstairs.  
Head *east* in the damp hallway, then *north* to the reception.  
Now we need only to go *east* to the entrance of the house and...

```
You are in what once was the reception  
of the house.
```

```
What should I do ? w
```

```
You are in the lobby of the house.
```

```
Ferenc comes out of a corner.  
-I'm happy to see you again,  
Liebermann. I see you have the  
documents; very well. Herr Wiesenthal  
will use them better.-. Ferenc takes the  
documents that you hand over to him and  
quickly checks them. He puts the papers  
in a worn-out bag. -Follow me quietly:  
the dawn is near and we must be quick.-.  
He opens the door with caution and  
together you go out from the house.
```

```
Press spacebar to continue
```

It seemed to be all over, instead... Damn... There's a guard that looks at us suspicious!  
Remember the false documents that we saw at the beginning? Perfect, by giving them to him it will all go smoothly.

What should I do ? give documents

You give the documents and the guard checks them with attention. These instants are essential.

Press spacebar to continue

The guard looks at you, smiles and gives you back the documents. Then he raises the barrier and makes you a sign to move on.

You've succeeded. You are in the american sector and soon you'll be on a plane to Linz. Documents will arrive at their destination through the information services managed by Ferenc. You ended the mission !! You are first category agent; Goodbye to your next mission, Liebermann.

ready.



Should we instead wander around we'll die: the guard would arrest us. Instead, if we decide to confront him, he would kill us without thinking twice.

```
You are in front of the american barrier  
sector.
```

```
I see a guard.
```

```
The guard looks at you with suspicion:  
at this hour of the morning it's strange  
to see a person on the border patrol  
sector.
```

```
What should I do ? s
```

```
You can't go through there.
```

```
You are in front of the american barrier  
sector.
```

```
I see a guard.
```

```
The guard makes you a question in  
russian; probably he wants you identify  
yourself.
```

```
What should I do ?
```

Congratulations!  
You completed MISSION ODESSA.




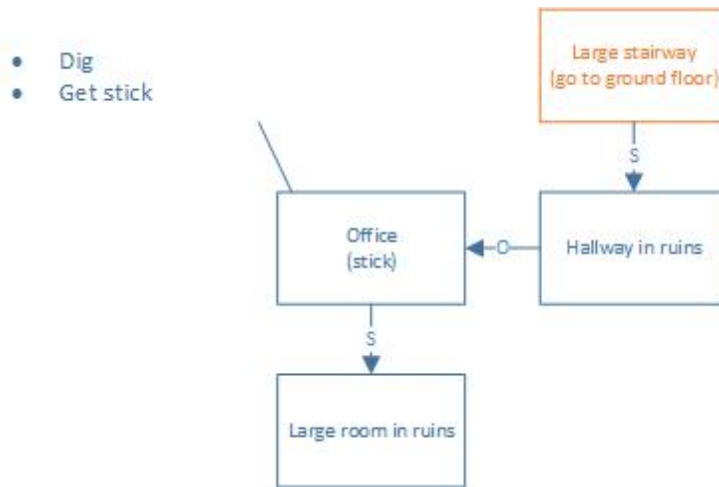
# •First Floor•

**T**his chapter is useless... eheheh.

Anyway, before starting let's take a look to the First Floor map...

## Map

 first floor map.



## First Floor

**I**f you want at all costs see the elusive command rod, all you have to do is take the shovel, go to the first floor, dig in the office to remove the rubble and take the rod. Once in your possession you can read the mysterious sentence carved on it... that will give you eternal life!

