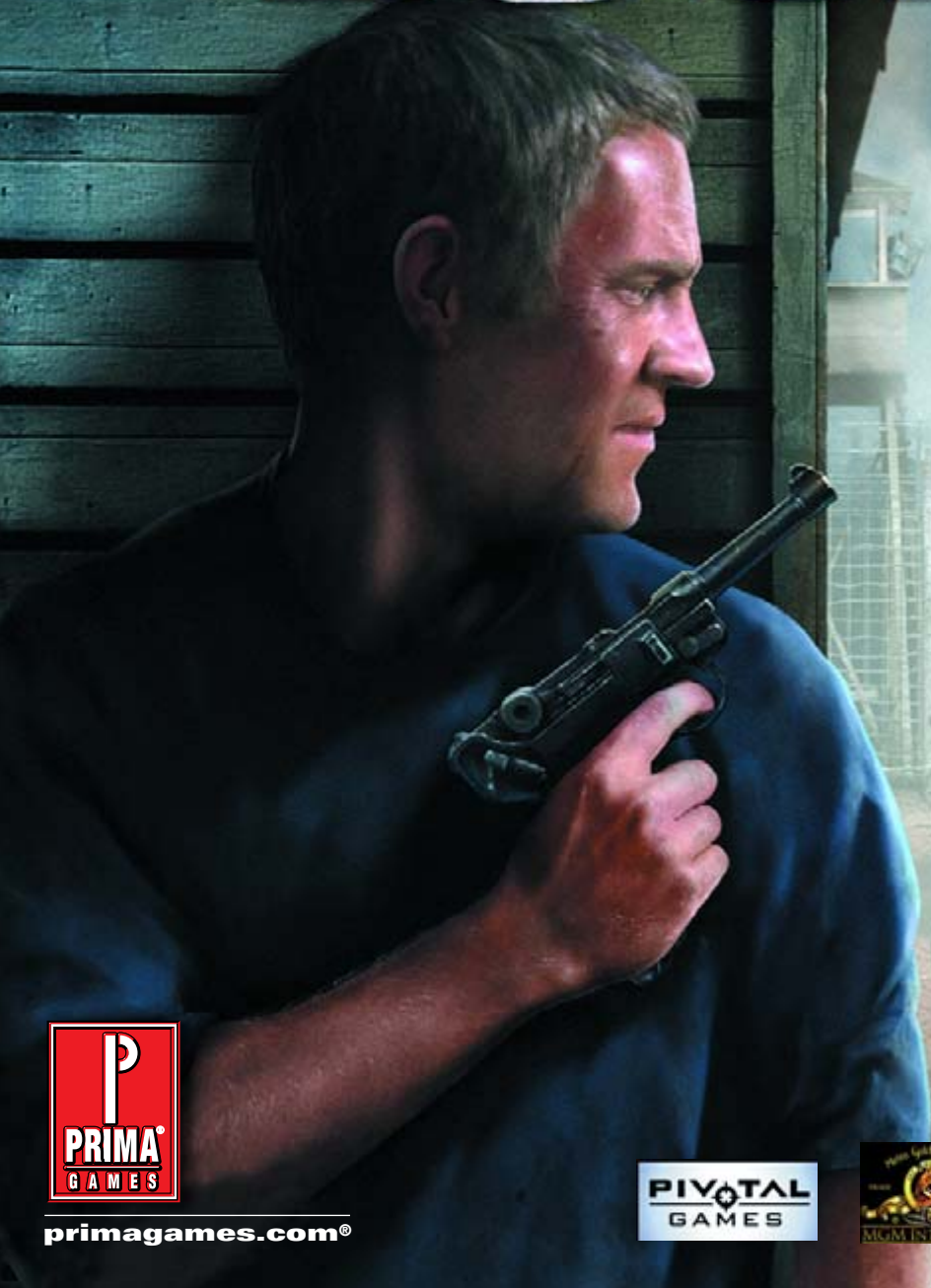


THE GREAT ESCAPE



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This game has received the following rating from the ESRB



THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE

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ISBN: 0-7615-4415-1

Library of Congress Catalog Card Number: 2003109552



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Acknowledgments

Prima and the author would like to thank Patrick O'Luanaigh and Ray Livingston from SCi Games. The author would also like to thank Carrie Ponseti and Sara Wilson from Prima Games, and Matt "Screen Monkey" Van Stone.

INTRODUCTION



The Great Escape


The Great Escape is a game of high-level stealth: creeping through the dirt, scuttling down tunnels, picking locks, waiting in the shadows—with your heart pounding wildly—watching, waiting for the right moment or that agreed signal. And then it's action! Fast and silent and hopefully unnoticed—get out, use the local countryside, use your disguise, use vehicles and transportation, and use every ounce of strength to get back home. But in some situations you must smash your way out using anything available—guns, grenades, or even a steam train!



Control Schemes

PLAYSTATION 2

Game Controls

Pause Game/Open Pause Menu: 

Action Button: **X**

Movement Controls

Move Forward (walk/run): **↑**

Move Backward: **↓**

Sidestep Left: **←**

Sidestep Right: **⇒**

Turn Left: **←**

Turn Right: **→**

Change Stance (stand/crouch): **●**

Lie Down: Hold **●**

Stealth Movement

Stealth Mode: Hold **L2** + left analog stick

Roll Over Left/Right: **⇐** or **⇒** while lying down

Aggressive Movement

Punch/Fire Weapon: **R1**

Strangle/Shake Off Dog: Tap **R1** repeatedly

Drop a Strangled Guard after Dragging: **X**

Vehicle Controls

Drive Forward/Reverse: **↓** or **↑**

Steer Left/Right: **←** or **→**

Motorcycle Kick Left/Right: **shift** + **R1** or **shift** + **L1**

Duck (on motorcycle): **L1**

Wheelie (on motorcycle): **■**

Switch Positions (while on vehicles with weapons): Hold **▲**

View Controls

Look Behind: **R1**

Peek Around Left/Right/Over: **⊗**, **⊙**, or **⊘**

Keyhole View: **⊗**

First-Person View: Press right Analog stick

Zoom Sniper Scope: Press left Analog stick

Objectives/Map

View Level Objectives: **SELECT**

Read Detailed Objective: **X**

Inventory

Open Inventory: Hold **▲**

Select Inventory Item: **↑** or **↓** (then release **▲**)

Blythe

To Give Orders: Hold **●**

THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE

XBOX

Game Controls

Pause Game/Open Pause Menu: ↵
Action Button: ◀

Movement Controls

Move Forward (walk/run): ↑
Move Backward: ↓
Sidestep Left: ←
Sidestep Right: →
Turn Left: ⤵
Turn Right: ⤴
Change Stance (stand/crouch): Ⓚ
Lie Down: Hold Ⓚ

Stealth Movement

Stealth Mode: Ⓛ
Roll Over Left/Right: ← or → while lying down

Aggressive Movement

Punch/Fire Weapon: Ⓡ
Strangle/Shake Off Dog: Tap Ⓡ repeatedly
Drop a Strangled Guard after Dragging: ⓐ

Vehicle Controls

Drive Forward/Reverse: ⤴ or ⤵
Steer Left/Right: ⤵ or ⤴
Motorcycle Kick Left/Right: Ⓛ or Ⓡ
Duck (on motorcycle): Ⓚ
Wheelie (on motorcycle): ⓧ
Switch Positions (while on vehicles with weapons): Hold Ⓨ

View Controls

Look Behind: Ⓜ
Peek Around Left/Right/Over: ⤵, ⤴, or Ⓚ
Keyhole View: ⤵, ⤴, or Ⓚ
First-Person View: Ⓡ
Zoom Sniper Scope: ⤴

Objectives/Map

View Level Objectives: Ⓜ
Read Detailed Objective: ⓐ

Inventory

Open Inventory: Hold Ⓨ
Select Inventory Item: ⤵ or ⤴ (then release Ⓨ)

Blythe

To Give Orders: Hold Ⓚ

PC

Game Controls

Pause Game/Open Pause Menu: esc
Action Button: E

Movement Controls

Move Forward (walk/run): W
Move Backward: S
Sidestep Left: A
Sidestep Right: D
Turn Left: Mouse Left/Comma
Turn Right: Mouse Right/Period
Change Stance (stand/crouch): Spacebar
Lie Down: Hold Spacebar

Stealth Movement

Stealth Mode: Left ctrl
Roll Over Left/Right: A/D while lying down

Aggressive Movement

Punch/Fire Weapon: Left Mouse
Strangle/Shake Off Dog: Left Mouse repeatedly
Drop a Strangled Guard after Dragging: E

Vehicle Controls

Drive Forward/Reverse: W/S
Steer Left/Right: Mouse Left/Right or Comma/Period
Motorcycle Kick Left/Right: A/D (while moving)
Duck (on motorcycle): Spacebar
Wheelie (on motorcycle): Left ctrl
Switch Positions (while on vehicles with weapons): F

View Controls

Look Behind: Left shift + S
Peek Around Left/Right/Over: Left shift A/D/W
Keyhole View: Left shift + W
First-Person View: Right Mouse
Zoom Sniper Scope: Mouse Wheel

Objectives/Map

View Level Objectives: tab
Read Detailed Objective: E

Inventory

Open Inventory: F
Select Inventory Item: Mouse Cursor or Arrow Up/Down

Blythe

To give orders: Hold C + Arrow Keys

Using This Guide

In addition to a full walkthrough of the game, this guide features numerous helpful Tips, Notes, and Cautions that will aid you in your quest to free the crew from the merciless clutches of the Third Reich.

TIPS

Tips are simple, bite-sized bits of info that give you that little extra edge as you mow down German thugs and generally wreak as much havoc as possible. Tips are something along the lines of: "Changing into that Nazi uniform now will save you some valuable time later."

NOTES

Notes point out items or locations of interest, or make a point of indicating important locales or to relate some imperative bit of information. For example, a Note might point out the best place to hide while engaged in a nasty firefight.

CAUTIONS

Of the three items enumerated here, Cautions are, by far, the most important and the ones you should pay the most heed. While notes and tips generally point out optional information, Cautions are there to keep you alive. For example, Cautions always point out the start of a timed event or an event that could, in all likelihood, end with your demise if you make a single misstep. Pay very close attention to Cautions!

The Real Great Escape

Scattered throughout the walkthrough are sidebars that give you an idea of what it was like in those POW camps during World War II.

Fun Things to Try

EXPLOSIVE HIGH JUMP

Find a group of explosive barrels that are next to each other. There is a stack of about five in "Struggle In The Mountains" by the hut where the sniper rifle is hidden. Stand on the barrels, aim your gun at the barrels below you and fire. If you get it right, you can launch yourself right over the hut roof!

TRAIN SLAM

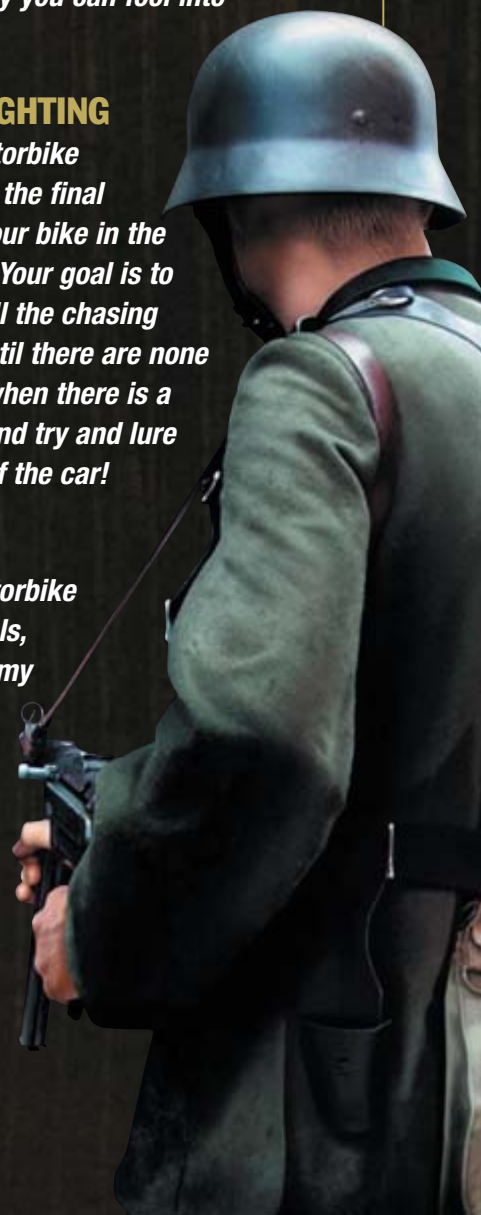
Stand up on the train roof just as a bridge comes past and it will knock you off the train. But did you know this can also happen to the enemy guards? When you're gun fighting on the train roof, distract the guards (by firing near them) as the bridge comes up. See how many you can fool into concrete oblivion.

MINEFIELD BULL FIGHTING

When driving on the motorbike through the minefield in the final level, stop and get off your bike in the middle of the minefield. Your goal is to move around and lure all the chasing bikers into the mines until there are none left. Alternatively, stop when there is a bike and a car nearby, and try and lure the biker into the path of the car!

SIDECAR SURPRISE

Dismount from your motorbike during the final two levels, and if you knock an enemy guard from their bike, you can steal it! Knock an enemy from the motorbike with sidecar (with a crafty punch), and you can drive this unique vehicle, and try taking the final jumps in it!



GENERAL GAMEPLAY STRATEGY

Shadow Warrior

If there's one thing you must learn about *The Great Escape*, it's that the vast majority of the game is played from the shadows. While



some missions are fairly straightforward run 'n' gun affairs, the vast majority are won through stealth and subterfuge, not raw, unfettered force (though that can come in handy on occasion).

THE SNEAK 'N' STRANGLE

First, master the basic choke maneuver. This is your single most important move.



Stealthily approach...

To execute a successful strangle hold, enter **Stealth mode**, then very quietly creep up behind a foe until you're within striking distance.



Wait for the signal.

You know you're there when the **Hands icon** appears, denoting that with a pull of the **Attack trigger**, you'll latch on like a vampire desperate for blood.



You say asphyxiate, I say strangle the life outta him!

As soon as you've grabbed hold of a foe's neck, keep tapping the **Attack button** until the energy bar fills up and your foe goes down.

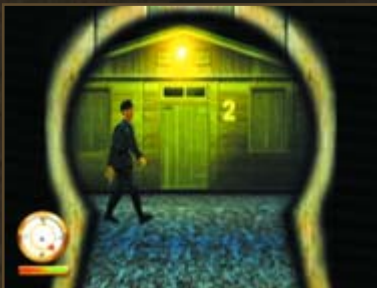


Say hello to the sandman.

Once he's out cold, dump the body by pressing **Action**. Keep in mind that it doesn't do to just dump the body out in the open where anybody can see it.

Lure and Lasso

This tactic can be very helpful in any of the prison camp missions to pare down the number of guards lurking about, allowing you to go about your business without fear of reprisal.



What's behind door number one?

First off, approach any nearby doorway. Peer through the keyhole and verify that a guard is lurking nearby.

Open sesame!



If you spot a guard pacing back and forth on routine patrol, note where he's moving to and from. When he starts moving away from you, push open the door.



Curiosity killed the prison guard.

Door open, immediately head a few steps back within the building. Wait here and allow the guard to come in to see what's what...



All's (not gonna be) well.

Before long, satisfied that nothing is amiss (how little he knows), he turns around and heads back outside. Time to put the kibosh on this curious cat.



No more air for you!

When his back is turned, send this fellow to sleepy land. Walk up behind him, wait for the Strangle icon, then have at it.



Quoth the raven: Nevermore.

Basic Gameplay Tips

FIRST AID

Throughout the game you find first aid kits. What you must remember about these kits, however, is that there is a lag when using them.



Nick of time!



For example, if you're down to half health and heading for certain death, use the kit sooner rather than later. If you wait too long, the recharge time on the kit won't be as fast as the bullets shredding your hide.



DOA.



THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE

PLAYABLE CHARACTERS



MacDonald

Rank: Squadron Leader

Nationality: British

Date of Capture: October 31, 1940

MacDonald hails from Scotland and is one dedicated man when it comes to getting the job done. From impersonating a German guard to infiltrating a heavily defended location, he's your man.



Sedgwick

Rank: Flight Lieutenant

Nationality: Australian

Date of Capture: June 22, 1941

An Australian enlisted in the Royal Air Force, Sedgwick's a fixer and mechanic who is good with all types of tools and adept at mechanical sabotage.





Hilts

Rank: Captain

Nationality: American

Date of Capture: July 16, 1942

Hilts is happy to formulate and work on his own escape plans and isn't one to rush into working with others. Nicknamed "The Cooler King," due to his nasty habit of getting in trouble and winding up in a solitary confinement cell for weeks on end, Hilts is the man to see when you want to do some quick reconnaissance.



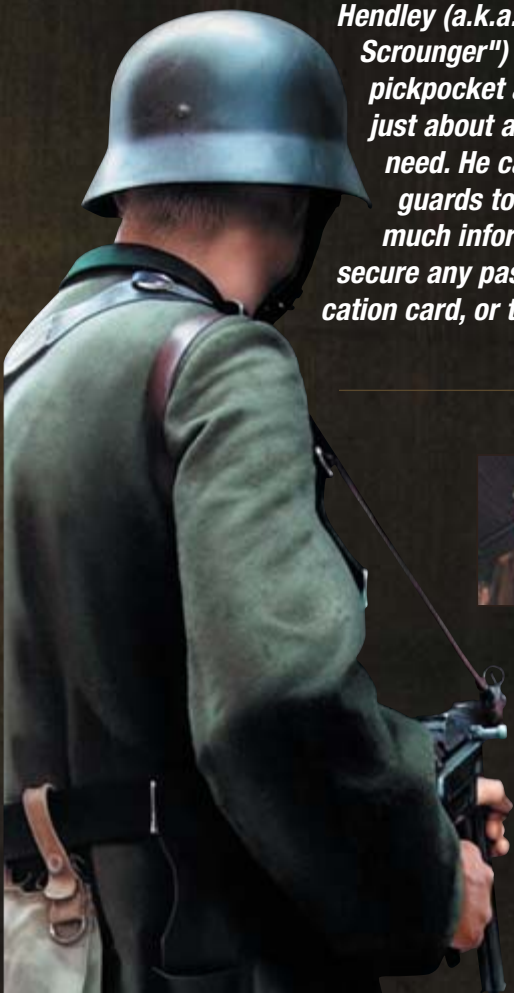
Hendley

Rank: Squadron Leader

Nationality: American

Date of Capture: October 31, 1940

Hendley (a.k.a. "The Scrounger") is a master pickpocket and can get just about anything you need. He can get the guards to spill too much information, secure any pass, identification card, or ticket.



Blythe

Note Blythe is not a playable character

Blythe's job is forging documents to use when prisoners escape. His skill is hampered only by one small detail: he's almost completely blind. Even with that small problem (and having to depend on another person to give him directions on where to go) he's the man to see for a Swiss passport.

THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION 1: BOMBER RAID

CHARACTER: MacDonald

Our story opens with MacDonald doing his part for his country, flying a bomber into the heart of enemy territory to strike a blow for the Allies against the nefarious Axis.

Alas, even the best-laid plans of mice and men do too often go astray....



MISSION OBJECTIVES

- GET THE FIRE EXTINGUISHER.
- FIGHT THE FIRES!
- DEFEND THE AIRCRAFT.
- DESTROY THE CODE BOOK.
- GET A PARACHUTE.
- ABANDON AIRCRAFT.



Get the Fire Extinguisher



After getting struck by some nasty flak, MacDonald sets the plane on autopilot.



That barrage of flak started a fire in the middle of the plane! Head toward the back of the plane and spy the fire extinguisher on the left side of the fuselage.

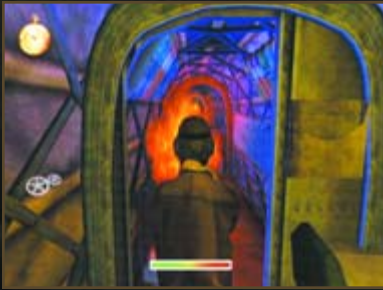
Press the Action button and MacDonald arms himself with the fire extinguisher—now it's time to fight those fires!



Fight the Fires!



Keep advancing (after snagging the extinguisher) and you come upon the first of the pesky blazes. Note the energy bar that appears.



Press and hold the Action button to lay the smack down on this gout of flame, then advance to the next.



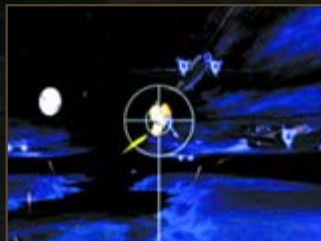
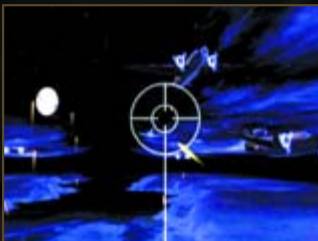
Again, press and hold the Action button to deal a swift blow to the second, small, fire. Then run to the rear of the plane.

As you continue to the back, the Luftwaffe's deadly planes strike! Man the guns!



Defend the Aircraft

As you reach the rear of the plane you see a white arrow: hit the Action button to activate the antiaircraft gun to knock those pesky planes from the sky.



Machine-gun manned, press Attack/Strangle to fire your double-barreled answer to German treachery. Your best bet is to use your sight to lead the planes just a hair. Send them to a long, fiery demise.



Aircraft handily repulsed, head back up the plane to snare the code book.

Destroy the Code Book



The code book rests on a narrow desk in the middle of the plane. Grab it.



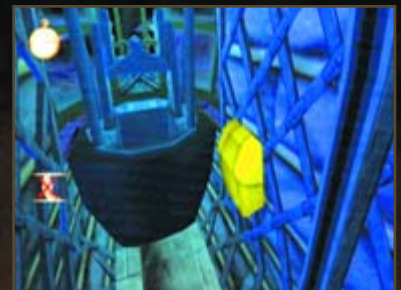
Use your lighter to send the code book up into smoke so that those bad guys can't get their vile mitts on it.

With the code book now a pile of ashes, head to the back of the plane.



Get a Parachute

Your plane is taking heavy fire, and it's becoming clear the old girl isn't going to come through this in one piece—grab the parachute near the machine guns.



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PRIMA'S OFFICIAL STRATEGY GUIDE

Abandon Aircraft

A gaping hole suddenly appears in the side of the plane!



Just in time, MacDonald sails fitfully through the nightmarish skies as his plane bursts into flame....



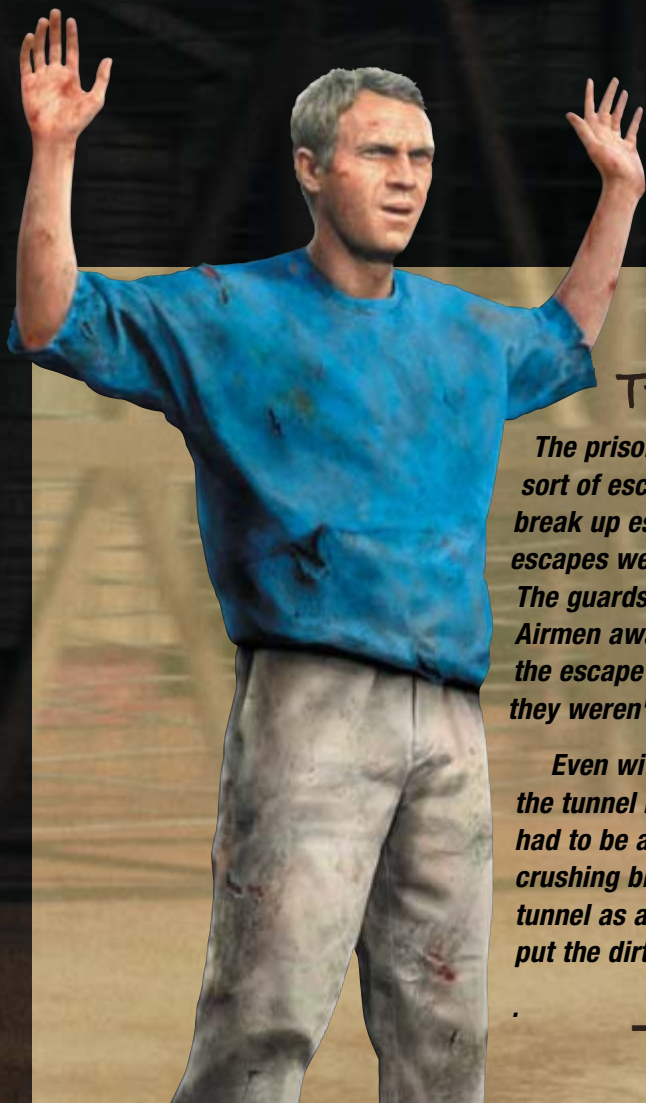
With 'chutes strapped on, it's "geronimo!" for you and the rest of the crew.



Unfortunately, MacDonald has some rather unfriendly company waiting for him as he comes in for a rough landing.

CAPTURED!

With MacDonald now in the clutches of the German army, the Great Escape officially begins... NOW.



THE REAL GREAT ESCAPE

The prison guards, knowing that the POWs must be working on some sort of escape plan, tried every possible action they could think of to break up escape attempts. POWs that were suspected of planning escapes were often transferred without warning to other prison camps. The guards also took the unusual step of segmenting the American Airmen away from the other allies, hoping that would further disrupt the escape plans (apparently those Yanks had it in their heads that they weren't going to stick around for long).

Even with those setbacks, work on all three tunnels continued, until the tunnel nicknamed "Dick" (The other two were "Tom" and "Harry") had to be abandoned. The loss of one tunnel might seem like a crushing blow to the hopes of the POWs, but they continued to use that tunnel as a workshop, a hiding place for tools and, finally, as a place to put the dirt from the remaining two tunnels.

MISSION 2: WINTER BREAKOUT

CHARACTER: MacDonald



Incarcerated in Gulag #10, a German hellhole, MacDonald finds that salvation does, indeed, lie within ... with a little help from his new friends, of course.



MISSION OBJECTIVES

- TALK TO THE SENIOR BRITISH OFFICER.
- TALK TO THE BIG X.
- SPEAK TO THE FORGER.
- GET A GERMAN PASS.
- GET THE GERMAN PASS TO THE FORGER.
- RETURN THE GERMAN PASS.
- TALK TO THE TUNNELER.
- GET THE FORGED PASS AND EXIT THE CAMP.



Talk to the Senior British Officer

First visit the SBO. Head out the doorway and left down the corridor.



Through the next opening and just to the left, you find John Rhodes, the SBO. He fills you in on "the Big X," then he tosses you a compass to help MacDonald get his bearings.



CAUTION Beware the spotlights: Stumble into one of these roving "eyes" and the entire German army will be all over MacDonald before you can say "blitzkrieg."

Talk to the Big X



Before you meet with the Big X, deal with one particular nuisance. First, head back down the long corridor to the closed door at the far end but *do not* go through it!

Instead, press up on the Peek Camera button to peer through the keyhole and note the pacing guard (the aforementioned "nuisance").



As he's moving left, turn around and head back down the corridor, and head toward the doorway leading right.



THE GREAT ESCAPE

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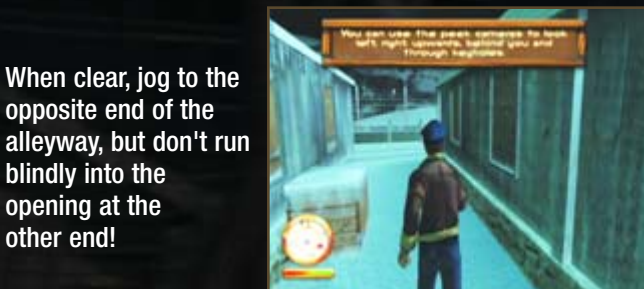
Through the doorway (and into the frigid air) lope left, then make a quick right as the fence leaps into view.



As you see an alleyway to the right, hold back and use the Peek Camera button to peer around the corner to check that the coast is clear.



Drag him into the alley and dump him on the ground. Dust off your hands, and kick him once in the ribs for good measure.



When clear, jog to the opposite end of the alleyway, but don't run blindly into the opening at the other end!

Now situated against the wall on the alleyway's left side, use the Peek Camera button to peek around the corner and you should see the "nuisance" approaching slowly.



With the "nuisance" out of commission, head back down the alleyway and through the first door on your left, into Barracks #2.



Tip Close doors behind your character just in case a wandering guard's interest is piqued by an open doorway in subzero temperatures.



Just to the right you find George Alexander, a.k.a. the Big X. He directs you to his acquaintance sitting at the table next to him.

Speak to the Forger

Jimmy James is his name, forgin' is his game: Jimmy tells you he can make you a fake ID if you can just get him an original to copy.



With your back pressed to the wall, wait for the guard to saunter by, then press the Stealth button to sneak up behind him, use the Attack/Strangle button to grab him, then keep rapidly pressing Attack/Strangle till he passes out.



Luckily for you, an original is located in the guards' quarters, at the rear of Gulag #10. Head down the nearby corridor to get moving in the right direction.



Get a German Pass



Head through the doorway, and move left toward the flying flag. Mind the spotlight, however, down to the left.



As you come up on the trough to the left, drop into stealth mode, then make for the door to the soldiers' barracks.

Still in stealth mode, head through the doorway and move right (note the snoring guard to the left).



CAUTION Upon collecting the papers in the next room, a timed sequence begins!

Find some legitimate papers in the room's back right corner. Scoop them up, then return to Jimmy James.



Get the German Pass to the Forger

This sequence is timed, so sneak out the way you came, then run back to Jimmy so he can work his magic.



Now that Jimmy has the info he needs, return the pass so that nobody's the wiser.



Return the German Pass



Now that you've returned the pass with moments to spare, it's time to see a man about a tunnel. Head back out and toward Barracks #3 (located next to Barracks #2).

Talk to the Tunneler



Through the doorway leading into Barracks #3, head to the opposite end of the rickety building to have a talk with Pierre, the tunneler.

He informs you that he needs two items, the first of which is a shovel.



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GET A SHOVEL



After your brief conversation with Pierre, turn about and head through the doorway to the right and outside once more.



Now head to the right, down the alley, and see the shovel propped up against a nearby fence. Watch for the insidious spotlight!

Shovel in hand, head back the way you came to find Pierre ... missing?!



No worries, though, the wily French gent is merely down below constructing the tunnel you need to escape. Where? Just under the nearby crate, of course.



Press the Action button to drag the crate back to reveal a ladder leading down.



Climb down the ladder into the depths of the earth to deliver your RSVP (in the form of the shovel) in a brief rendezvous with Pierre.

MacDonald's job is never done, however. Now he has to fetch Pierre some wood from a locked shed near the soldiers' barracks. Luckily, Pierre has the key.



Tip Always cover up Pierre's little hidey-hole so that your Axis "friends" don't uncover your masterful escape plan.

GET SOME WOOD



As you're about to venture forth to grab some much-needed wood, a squad of bad guys busts into Barracks #3!



But you're OK. Just hang back in the barracks until they finish tossing the place and you come out smelling like a rose.

Once the guards leave, jog to the doorway on the left and peep through the keyhole. Wait there until all the guards re-enter the barracks.



After the last guard is out of sight, head down the long corridor, out the door, and back toward the soldiers' barracks.



Grab the papers from Jimmy, pay your respects, then return to the crate and go down the hole one last time.



You come upon two wood sheds—you want the one on the right. Use the key to unlock it, bundle up the wood, and then return to Pierre.

Now hold Stance Toggle till MacDonald goes prone, then shimmy down Pierre's ably constructed bolt hole to freedom.



Back down in the hole, toss Pierre the wood (it wouldn't do to have the cave collapsing on MacDonald's head), then head back to Jimmy James to collect your forged docs.

At the opposite end you find a ladder, mount it and....



Get the Forged Pass and Exit the Camp

Out of the depths of the earth, take the nearest door leading right, zip across the alley, and head into Barracks #2.



CRAWL TO ... RE-IMPRISONMENT?!

MacDonald is dragging his body across the frosty earth when two German soldiers show up.



Oh well: there's always next time.

THE REAL GREAT ESCAPE

With only two tunnels remaining, things soon went from bad to worse. Luftwaffe guards found the entrance to the second tunnel, Harry, in the summer of 1943, and destroyed it. All available effort was then put into the completion of the last remaining tunnel, "Tom." Even with the increase in manpower, the tunnel wasn't completed until March of 1944—close to the actual end of the war itself (though, to be fair, when you're a prisoner every minute matters).

Why did it take so long? The length of the final tunnel was 28 feet deep and 336 feet long (from the hut to the outer perimeter fence of the prison). The list of tools and items to build the tunnel was staggering. Here's a sample: 1,000 feet of electrical wire, 3,400 towels, and over 4,000 pieces of wood taken from beds alone.

MISSION 3: THE CASTLE

CHARACTER: MacDonald



So far, MacDonald's been shot down and imprisoned in a less-than-

hospitable locale. Could things possibly get any worse? If the residents of the castle overlooking his former accommodations have anything to say about it, yes.

MISSION OBJECTIVES

- SPEAK TO GERRY.
- GET A UNIFORM.
- GET THE KEY.
- GET THE HOOK.
- CUT THE POWER.
- ESCAPE!



Speak to Gerry

Talk to your cell-block neighbor Gerry Hastings and he tosses you the hacksaw which, conveniently, goes great with the nearby bars.



Select the hacksaw from MacDonald's inventory, then hold the Action button until the blade chews its way through the shoddy iron bars.



Get a Uniform



After you cut the bars, speak to Gerry and he raises a ruckus to get the guard's attention.

CAUTION When Gerry causes a clamor, a timed event starts and you must get out of the room ASAP.

Go prone, then crawl through the narrow gap where the bars once stood (mind the mice skittering to and fro).



Once through, stand and open the nearby door and step *quietly* into the hall...



Down the corridor to the left, you spy the guard that Gerry's toying with. Switch to stealth mode and sneak toward the unwitting fool.

After you're within life-ending range, reach out and choke the guard until he submits to the icy grip of death while gasping "mein leiben!"



Guard subdued (permanently), head through the doorway to the right, then head to the left wall.



On the wall you find interesting information about shutting down the power and how that'll disable the lights, and so on. Sounds like a plan.



Head back into the corridor and take a peek through the keyhole of the first door on the left to determine the guard's location.



When you're sure that the guard won't notice you, sprint to the end of the hall and through the door outside.



Now hug the right wall and move left, across the castle courtyard. Keep a wary eye out for that guard!

Jog along the wall and head down the perimeter of the courtyard toward the looming spotlight.



Heading beneath the all-seeing eye, zip into the corner, then clamber up the two crates to get up on the wall.



After you alight on the wall, follow it right *very* carefully, minding the spotlight illuminating the wall in your path.

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Beyond the spotlight's reach, cruise past the shingled roof to your right, and up and over the low rise to reach the next section.



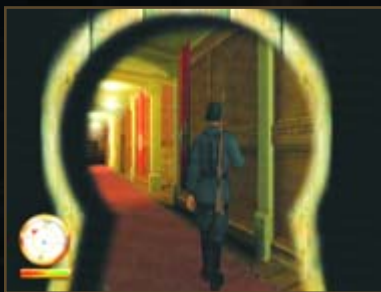
Sneak in quietly yet quickly, and deliver the choke hold to finish him off.



Next you come upon a doorway embedded in the wall to the left. Head through it and continue.



Head back into the hall to the left, then duck into the first door on the right.



Now, before proceeding, look through the keyhole to spy a guard patrolling back and forth.



In the room's back right corner, acquire a German guard's uniform. Though it may itch and stink of death, it'll have to do for now.



When he heads away from MacDonald, go through the door and engage stealth mode to pursue your quarry down the lushly carpeted hallway.

Get the Key



Head back into the previous room and see a guard washing up. Send him to meet his maker.

Before long, the guard ducks into a nearby room to ponder what he might do were his life to continue for much beyond the next five seconds.



Return to the corridor, make a right, and head down the hallway until you reach the last door on the right.



Inside, find a key that comes in handy when you attempt to shut down the generator.



Get the Hook



Return to the corridor, saunter left, and head through the second doorway to the right (where you choked a guard just a bit ago).



From here, zip down the nearby stairway where, before long, you find another guard. You know what to do (just make sure you do it from behind).

Guard dispatched, head through the door he was guarding and out, once more, into the courtyard.



Head straight ahead, then through the stonework corridor directly behind the first parked truck.



Follow the tunnel as it continues turning in on itself to the left, and find a microphone. Flick it on and the Gestapo (the only soldiers that know a fake when they see it) will be out of your hair.



Return the way you came only, this time, keep heading straight instead of back out into the courtyard. Follow that as it bends to the right.

Down another set of stairs, follow the route as it leads you straight into a handy meat hook.



Cut the Power



Now head back up the stairs and into the courtyard.



Staying to the left of the leftmost truck, make a beeline for the leftmost door (of three) on the far wall.

Head through that door and into a crimson-hued hallway, proceeding along its brightly tinted confines.



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The first doorway to your left opens into the generator room. Key in hand, unlock the gate blocking your way to the castle's power source.



One set of stairs gives way to yet another. Sprint up the stairs and you're almost there!

Jog over to the switch in the corner and, with a mighty heave, silence the castle's itchy security devices.



After you reach the top, head right along the wall, hook in hand, and make for the pole with handy "wire to freedom" attached!

Escape!

With the power cut, backtrack to the courtyard, and go straight across back to the crates you climbed upon earlier.



A SCOT IN GERMAN ATTIRE

Waving goodbye to the castle once and for all, MacDonald soon finds himself faced with a far more daunting task....



Once more up and over the crates, retrace your steps leading to the right, past the doorway you entered earlier and up the nearby stairway.

THE REAL GREAT ESCAPE

Obviously, the entire prison camp couldn't use the tunnel and try to escape (even Nazi prison guards tend to notice a little thing like an empty prison), so the POWs devised several methods to determine who went and who stayed. If you worked on the tunnel, either digging or if you could speak German (which gave you the best chance to escape the country), you were put at the front of the line. With first dibs on forged passports and papers, as well as getting to be one of the first out of the tunnel (and get the best lead on the eventual pursuers), it really did pay off to help out and build the tunnel. If you were in the second group, you drew straws and hoped that you got the right to escape. If that wasn't tough enough, the actual escape certainly was. Taking clothes and only the food that you could carry, you could look forward to trudging through the German winter and hiking it all the way to a friendly country. It was brutal but success meant getting to see your family or fight again, and that was surely worth the risk and hardships for the POWs.



MISSION 4: STRUGGLE IN THE MOUNTAINS

CHARACTER: MacDonald



MISSION OBJECTIVES

- ESCAPE FROM THE MOUNTAINS.



Narrowly escaping a lead-riddled demise, MacDonald slides into the open and down a makeshift zipline to tentative freedom.

Escape from the Mountains

You're still garbed in full Nazi regalia, so lope across the footbridge just ahead.



Make a sharp right turn at the first building, pass the guard outside, and proceed inside, your foes none the wiser.



Once inside, find the ringing phone in the room to the right, thus short-circuiting an attempt to do you in.

A quick turnaround and you come face-to-face with a guard! Don't lose your cool, though. After you calmly explain who was on the phone, he lets you go.



After the guard leaves the room, head to the right of the doorway to grab a first aid kit and some Luger pistol ammo. Now all you need is a gun to fire it with....



Head out the door, straight across the hallway, past the guard and into the corner where a phonograph plays.

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On the table that supports the phonograph, find a Luger, another first aid kit, and more pistol ammo.



Continue past a second set of barrels, and slip behind the snow- and ice-coated shack just ahead.



In the center of the shack's back side stands a ladder. Clamber up onto the roof.



Note the handy hole in the roof: thread that "eye."



On the opposite side of the closed door, another table houses some Kar 95 sniper rifle ammo.



Laden with enough ammo to start your own war, head out through the nearby door and back out into the crisp night air.



Make a quick left and head for the low-slung gate just ahead. Unlatch it and head through.



Move forward, hugging the wall to the left while passing the crates and barrel to your right.



Down below, atop some shelving, find another pair of first aid kits. Sweep them up then mosey over to the small table in the corner.



On the table find two stick grenades and some more Luger ammo ('cause you can never have enough ammo).



To the left of that small table, another holds a Kar 95 sniper rifle and some matching ammunition.



Just to the left of the rifle are a series of keys. Grab the storeroom key to complete the shack sack.



Key, rifle, and other assorted miscellany in tow, head out the nearby doorway and into the next room where you discover more Kar 95 ammo. Is someone trying to tell you something?

Head through the next closed door and back into the frigid night air. Move over the nearby crate.



Following the mountainside as you advance, next to the second crate, add two more first aid kits to your repertoire.



Now proceed to the left side of the two stacked crates, at the very corner of this small yard.



Firmly ensconced, pull out the sniper rifle: it's time for a turkey hunt with the odds decidedly stacked in MacDonald's favor.

Aim at the machine gunner standing atop the spotlight. A quick shot to the head renders him "unconscious."



After rattling off that first shot, immediately swing the rifle downward and send the next two enemy troops straight to hell.



Two more troops barrel down the hill, all too eager to meet a similar fate. Don't disappoint.

Tip If you are getting severely shot up, use your first aid kits.

THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE



Uh-oh! While you were distracted with the clay pigeons across the yard, an enemy soldier managed to sneak up behind you. Smack him once with the butt of your rifle, which drops him in a hurry.

He wasn't alone: another guard is taking aim at MacDonald from across the yard. Send him on a long, permanent, vacation someplace hot.



Exiting the small enclosure, make a mad dash across the yard, then up to the nearby road heading up the side of the hill.



Run up the hill and along the railing, past and through the open gateway.

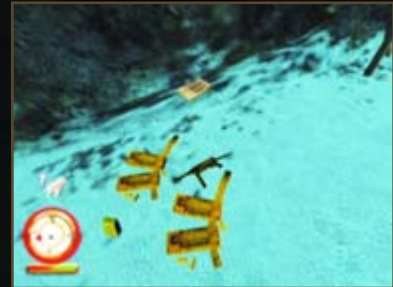


As you reach the terminus of the steel railing, around the next bend you find another pair of soldiers.

Continuing onward, you pass a truck: to your right is a telephone pole with a first aid kit at its base.



Directly behind the first aid kit, find an MP 40 submachine gun, multiple clips of ammo, and yet another first aid kit.



Machine gun in hand, head down the corridor leading past the nearby truck.



Shortly, past some barrels, you reach a lamppost just beyond a small rock outcropping. Beyond this is an oblivious guard. Try out your new toy.



One down, head around the bend and spot another soldier among some crates and three more standing, foolishly enough in a row, out in the open. Mow 'em down!

That small garrison of troops blasted, head over to the stack of crates to collect another first aid kit and still more sniper rifle ammo.



Head toward the opening in the barbed-wire fence and spot another soldier. Open fire and shave a few inches off him.



CAUTION In the next sequence, two guards drop in behind you while you're moving forward. Be ready to turn around and drop them as you come upon the crates to the right.



Now, cautiously head forward, past the truck and around the back of the building to the right.



After you can spot the machine-gun bunker, pull out the sniper rifle and take out the guy manning it.

Rush forward, arm the MP 40, and mow down the three soldiers waiting for you just beyond the machine-gun bunker. Use a first aid kit if you get shot up.



Enter the machine-gun nest and take the controls as several more guards rush down the slope, straight into a Scot-powered meat grinder.



The last remnants dispatched (for now), head out of the bunker and down the road to....

FREEDOM AT LAST!

Sprinting into the dark of night, we leave MacDonald behind for a time and take up arms with Sedgwick as the next mission begins.



THE REAL GREAT ESCAPE

In a civilian prison, each prisoner is given an identical uniform to keep them separate from the guards and easy to identify. But what do you do when all of your prisoners already have uniforms? Nothing.

Most POWs kept their uniforms or used whatever materials they could find to repair an old one or make a new one. Sometimes that wasn't enough and soldiers had to wear a uniform (or a part of a uniform) from another branch or even another country. No Allied POW ever put on a German uniform voluntarily and, thankfully, he didn't have to consider doing that.

After months of wearing the same uniform, a change would be nice, even just wearing civilian clothes, but that was strictly against the rules. Prison guards weren't going to let the POWs have anything that could possibly help them escape and get back to their own military.

THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION 5: BURN THE CODE BOOK

CHARACTER: Sedgwick



MISSION OBJECTIVES

- GET INTO THE ARMY DEPOT.
- STEAL A VEHICLE.
- DRIVE TO THE FARMHOUSE.
- BURN THE CODE BOOK.



Taking a break from MacDonald for a time, we join Sedgwick on a mission to locate another code book

housed in the burned-out husk of a downed bomber. Unfortunately, there are a whole lot of enemies between him and his objective.

Get into the Army Depot

We find Sedgwick on a train track. Jog along the rails and head down the short slope leading toward the depot.



Keep moving forward and you come across a barbed-wire fence and a truck up on blocks. Continue forward, behind another building following the fence.



Head behind the first building you see, just past the large tree, to look for a vehicle you might abscond with.



You quickly come upon a guard tower with the most oblivious guard of all time. Ignore him, because he seems intent on ignoring you.

Steal a Vehicle



Keep hugging the wall to the left, pass a second structure on your right, and follow it as it sweeps to the right.



Around the next bend, you pass a few crates of ordnance and, lookee here, a massive machine gun!

Step up to the cannon and hit the Action button to activate it, then start mowing down the troops as they start spilling from the woodwork.



Rotate the cannon back to the right and take apart any other fodder foolish enough to join the lopsided fray.



First blast the formerly clueless guard in the tower with a few well-placed shots.



With the yard riddled with spent shell casings (and lots of corpses), dismount from the cannon and move around to the right and toward the open garage.



Next, turn your attention to the pair of guards on the far side of the yard and melt them with some red-hot lead.

As you enter the garage, enter stealth mode and creep to the right side of the halftrack. Wait here for a moment.



Now rotate the cannon left and fire between the sand bags and (exploding barrels) to nail a few more.



Also, get the guard in the other tower, because those pesky bullets can sting even a hardened veteran such as Sedgwick.



Rotate the cannon to the left once more to nail a sneaky devil hiding just right of a large brick building.



THE GREAT ESCAPE™

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Before long, an unsuspecting mechanic comes out of the doorway at the back of the garage. Wait for him to go back inside, then sneak up behind him.



Apply the choke hold, then head to the nearby sink.



One last stop before heading back to the halftrack: there's a wrench on the table near the doorway. Swoop that up (and another first aid kit nearby), then head out to the garage-proper.



With a show of immense mechanical aptitude, use the wrench to repair the halftrack—it's time to go for a little joyride.



Just to the edge of the sink is a bottle. Grab that, then head to the table.

A first aid kit rests on the table. Scoop it up.



Now hit the Action button and hop aboard your brand new set of wheels.



PILOTING THE HALFTRACK

Forward/Reverse: Character Movement
Forward/Backward

Steer Left/Right: View Movement
Left/Right

Machine Gun/Driving
Toggle: Inventory



NOTE Sedgwick does not have access to any of the first aid kits that MacDonald collected during his adventures.

Drive to the Farmhouse

Behind the wheel of your new engine of destruction, exit the garage and head down the road toward the nearby tunnel.





As you cruise through the tunnel, a lone soldier tries his best to slow you down. Floor that accelerator!



Shortly you come upon a series of barriers. Move around them and run down (or shoot) the three nearby soldiers.

As you pass the final barrier, one last soul may try to make a run for it—a wise but, ultimately, futile decision.



Follow the road as it twists, and before long, you come across a stone wall. Park the halftrack behind it (do *not* park it on the road!) and hop out.



Jog through the hole in the wall and make for the building in the distance as fast as Segwick's legs will carry him.

Lope up the stairs of the building (do not go past the house!) until you reach the top, then use the Peek Camera button to peer at the nasty Panzer tank sitting on some ... railroad tracks?



Taking advantage of this mild oversight on their part, enter the building and head over to the bank of levers on the wall. Press the Action button to pull hard on a lever.

That sends a multiton locomotive barreling down the tracks upon which the Panzer rests.



While you're up there, bag another first aid kit from the file cabinet, then backtrack to the halftrack.



Now continue, unopposed, over the tracks and down the road, admiring the country scenery as you zip along.

THE GREAT ESCAPE

PRIMA'S OFFICIAL STRATEGY GUIDE

Take a right turn when the road forks and continue easing on down the road.



A couple of sharp turns later, you run into three soldiers who are ill-equipped to deal with a speeding half-track. Barrel them over and continue on your way.



Shortly thereafter you come upon a garage. Roll the half-track inside and shut 'er down. It's time to go on foot once more.

Proceed to the house's final room and find another first aid kit sitting on a yellow chair. Grab it, then make for the nearby door.



Head past a small flock of chickens and up to the hedge on Sedgwick's right.



Use the Peek Camera button to get a bird's-eye view of the soldier pacing back and forth just over the wall.

Burn the Code Book

Head out the nearby doorway, hang a right, and start moving toward the truck nearby.



Pass the truck (sorry, no more rides for now), and enter the house just behind the tail of the truck.



Now, head to the left edge of the hedge, select the bottle from your inventory, then click View Toggle. When the guard reaches the right edge of the wagon, toss the bottle precisely as shown. This distracts the guard while you make a mad dash along the right side of the area, through the tunnel, and into the next section.





After heading through the archway, head left and then follow the path as it runs through a peaceful, parklike area.



As you proceed up to the next archway, select the lighter from your inventory and then head through.

After watching the guards commiserate, make a mad dash across the open field and head to the far side of the crashed bomber.



On the opposite side of the bomber, go through the gaping hole in its crippled side and clamber into its smoking remains.

In what remains of the cockpit lies the code book. Pick it up and Sedgwick does the rest....



CAPTURED!

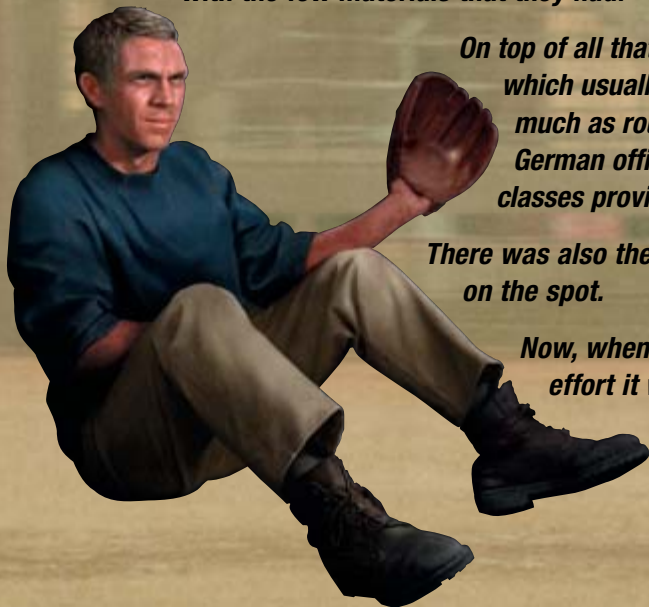
Unfortunately, this leads to Sedgwick's capture. However, take some solace in the fact that he accomplished his mission first.



Now it's time to catch up with Hiltz.

THE REAL GREAT ESCAPE

Planning an escape from prison is a tough task, but imagine what it was like for the POWs at Stalag Luft III. First, the prisoners had to copy passes and identification cards, obtain money and clothing from the surrounding civilian areas (most of which are strictly forbidden), and then create the items with the few materials that they had.



On top of all that, they had to figure out how to escape from the camp, which usually entailed digging tunnels that resembled death traps as much as routes to freedom. Amazingly, some POWs tried posing as German officers (with homemade uniforms and basic German speech classes provided by other POWs) and walk out the front gate!

There was also the knowledge that, if they were caught, they'd be shot on the spot.

Now, when you add all of that up, imagine just how Herculean an effort it would be to coordinate an escape of say 50 prisoners at once—never mind five times that amount!

MISSION 6: THE COOLER KING

CHARACTER: Hilts



When we first meet Hilts, he's been captured (much like his compatriots) and is currently incarcerated in a German prison camp. Potentially, this is a high-stealth mission, so be on your toes at all times.



MISSION OBJECTIVES

- GET THE LOCKPICK
- GET THE OFFICIAL GERMAN STAMP.
- GET INK AND PAPER.
- VISIT THE FORGER.
- OBTAIN THE MAP.
- GET THE FORGED PASS.
- EXIT THE CAMP BY USING THE TUNNEL.
- FREE TRAPPED POW.



Get the Lockpick



Head right and straight down the hall leading east to the door.

CAUTION This mission has a high stealth quotient: You must be sneaking, peeping through keyholes, watching for errant beams of light, and so on at all times, so keep your eyes and ears open.



Before heading through the door, peer through the keyhole to spy a guard making his rounds.



After he slides out of direct view, push the door open but do *not* go outside. Instead, back up into the hall and let him come inside.

He barks like a dog then turns to go back outside. At this point, run up and apply a choke hold on him.



Turn around and head back down the hall toward the first door on the left.



When the guard decides everything's in order, step up and throttle him.



Check the keyhole before venturing outside, then jog across the way to the next building directly in front of Hilts.

Now head outside, toward and through the large wooden gate directly ahead, veering to the left as you pass inside.



Once safely inside, move right around the first corner to the small table in the corner to find the lockpick.

As you round the first corner of the building, duck through the first door on your right.



Get the Official German Stamp

Turn around and go to the doorway on the opposite side of the building but do not go outside yet.



Inside, behind the second cell door, is a chap who can get Hilts the official German stamp he needs. Whip out your lockpick and use the Action button to secure his release.



Peer through the keyhole and another guard traipses into view. Wait for him to pass, then push the door open and back up a bit.



Talk to him and he hands over the official German stamp. He's safe in his cell, so don't give him another thought as you head back outside.

Get Ink and Paper

Outside, retrace your steps through the large wooden gate and, this time, turn right after you're through.



From here, head east until you spy Barracks #4. Zip over and head inside.



Inside Barracks #4, the first room on the left contains the ink and paper. Collect that, and also snag the bottle.

Visit the Forger



Exit through the door in which you came and barrel across the way and into the next barracks over.



Take the first left and the first right inside and you find a forger who relieves you of the ink and paper. Now go to the commandant's office to secure a map.

Obtain the Map



Exit the barracks from the same door and quickly cross to Barracks #4.

Inside Barracks #4, the first room on the right houses a fellow who's willing to aid your mission by providing a distraction.



CAUTION As soon as you hit Action, a timed event begins, so be on your toes!

Now, press Action to send him to do his good deed.



Once he's outside, the guard lurking nearby races over to accost him, giving Hilts the chance to sneak by.

CAUTION Before stepping through that door, watch out for the spotlight to the left!



Race into the back left corner to the south and straight toward the nearby building.



Head into the nearby house and swoop up the map sitting on the table. Return to the forger.

Get the Forged Pass



Race once more past the distracted soldier and his "inebriated friend" and return to the forger's barracks (the one behind #4).

He turns over the forged pass. Papers secured, it's time to meet a tunneler.



Exit the Camp Using the Tunnel

Head north, out to the next alleyway and across to the next barracks over. Continue through to the next alleyway.



At the last barracks in the camp, head inside and make a quick right to come face-to-face with the tunneler, who informs you of the tunnel beneath the bunk bed.



Using the Action button, yank the bunk bed back, then proceed to the gaping hole leading down, down, down....

Tragedy strikes! The tunneler is buried in his own creation! Oh the humanity!



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Free Trapped POW

You must get a tool to free him. Before you head out, push the bed back into place.



Good thing you put that bed back, because a guard makes an impromptu arrival just as you're leaving. Choke him out if you feel the need.



Head down the west-running hallway and out the door toward Barracks #5.

In the bowels of #5 you find a fellow taking a load off. He has a trowel you can use to free the trapped tunneler.



Hurry back to the trapped tunneler. Hold Stance Change and go prone to get into the rather tight quarters below.



Using the trowel, dig the tunneler free and then Hilts crawls down the tunnel of his own volition.



TRUCKING



Tunneler freed, Hilts is ready to move on to the next leg of his mission at the truck depot in Infiltration.

THE REAL GREAT ESCAPE

So how do you actually get your hands on things that are forbidden by the guards into a prison camp? Believe it or not, most things actually came from the guards!

Some guards could be prompted into doling out detailed information on the surrounding areas, train schedules, or guard-watch shifts for as little as a piece of chocolate or a few cigarettes. Too much risk for too little reward? Not quite. Keep in mind that, during WWII, chocolate wasn't as easy to come by as it is today.

Sometimes POWs would even blackmail guards into giving up the goods on the local schedules. A POW would simply give a prized item to a guard (again, chocolate or cigarettes), ask him to sign a receipt, and then threaten to tell the higher ups that the guard was talking and getting chummy with POWs. Rather than let that happen (and deal with the serious repercussions that would surely follow) the guard would talk.

MISSION 7: INFILTRATION

CHARACTER: Hilts

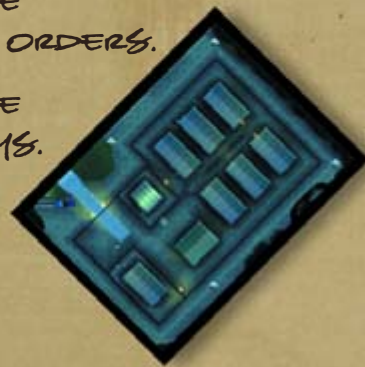


Having successfully escaped from the prison camp, Hilts's next mission is to locate and steal a truck to put a great deal more distance between himself and his enemies.



MISSION OBJECTIVES

- FIND A UNIFORM.
- ENTER THE TRUCK DEPOT.
- OBTAIN THE TRANSFER ORDERS.
- OBTAIN THE TRUCK KEYS.
- EXIT THE AREA.



Find a Uniform

Start running straight ahead, but mind the guards pacing to and fro with flashlights. Stealth is required.



Continue beneath the "bridge," crawl a bit farther forward, then get up and start jogging, again, straight ahead.



Sneak over to the log on the far left side and go prone, then crawl forward.



Proceeding through the verdant forest, you soon spy a guardhouse in the distance. Note the guard lurking to the building's left.



Past the initial log, continue straight ahead and you come upon a small rise with a log "bridge."

Head to the rear wall of the guardhouse, then wait for that guard to come by. Wait until he starts heading back, then pursue him slowly.



Once you're within range, grab hold and squeeze until he passes out.



Now head up to the guardhouse and quietly go inside. Note the sleeping guard in the back.



Creep right, into the bedroom, and find a freshly laundered uniform.

Slip it on and head back toward the sleeping guard.



Creeping up to the table on the right, snag the bottle and the binoculars and add them to your repertoire.



Enter the Truck Depot



After exiting the guardhouse, head due north toward the gated area ahead.

At the gate, present your papers (handily carried over from the last mission) and the guard lets you pass.



Obtain the Transfer Orders



Now head due west from the gate, behind the large warehouse.



Jog down the back side of the warehouse with the fence to your right until a smaller fence pops into view on your left.

Just around the bend is a gate. Get out your lockpick once more (again, carried over from the last mission) and jimmy that sucker open.



CAUTION After you pick this lock, the uniform Hilts is wearing does you no good, so it's stealth, stealth, stealth from this point forward.



From here, rapidly run around and crouch behind the crates just to your left.



Take aim with your bottle as shown here, and let fly once the guard is approaching.

Overcome with a stupidity developed through long centuries of shared genetic traits with all villains, the guard is attracted to the broken bottle.



Sneak over and put the whammy on the guard.



Move north and around the corner to the left past some crates and up to a door.



Head through the door and go up the stairs toward the back.

At the top of the stairs, go around to the side and stop just short of going through the open doorway.



Use the Peek Camera to watch for the guard marching around in the room. Once he heads to the back, you're clear to head in.



Move to the stack of crates on the right and hold there till the guard leaves.



Once he disappears, run toward the doorway he just passed through and duck behind the crates just to its left.

Wait here till the guard heads back out, then go inside and to the back of the room.



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On a desk in the back, find the transfer orders among the scattered objects.



From the last stack of crates in the back corner, make a stealth move on the guard with his back turned. Apply a choke hold to nullify the threat.



With scant seconds to spare, run back out and crouch once more behind the crates that provided earlier cover.



Snag the truck keys on the table nearby and return to the door through which you came to the east.

Obtain the Truck Keys



Once the guard enters the back room once more, hightail it out of there.

Exit the Area

Retrace your steps around the corner and out the gate you picked earlier.



Outside, zip down the stairs you ascended earlier and go right.



Once you're through the gate, take a 90-degree left and start running.



Proceed to the back wall straight ahead, then continue to the right, hiding behind strategically placed crates as you go.



Follow the fence until it bends away from Hilts, then make a beeline for the parked truck just ahead.



Hop in the truck and start rolling. Turn right and move toward the entrance to the truck depot.



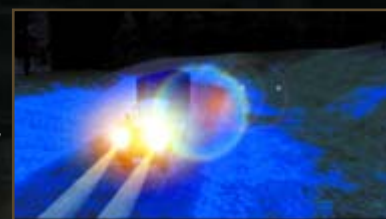
Seeing that they are indeed in order, he waves Hiltz through. Score another victory for the Allied forces!



Cruise past the oblivious guards and follow the road as it swings off to the left.

HAVE WHEELS, WILL TRAVEL

Totally free at last, Hiltz trucks off into the deep, dark night with nothing but his thoughts to keep him company. Now it's time to join MacDonald once again in the Delousing Breakout.



Before long you come upon a checkpoint. Do as the guard "suggests" and get out and show him your papers.



THE REAL GREAT ESCAPE

Even though the POWs are sworn to try to escape, the prison guards don't sit idly by and let them. Guards would try every means they could think of to detect and destroy tunnels. The POWs soon named the guards that specialized in preventing escape attempts, each name describing the way the guard acted.

Ferrets were some of the most dangerous guards. They could come into any hut (where the POWs lived) and search for anything at any time. They were trained to recognize the telltale signs of tunneling, such as missing wood from the hut or extra dirt outside. To combat this, the POWs developed a system of signs to alert the tunnel workers when a ferret was on the prowl and heading in their direction. With time to put away tools and clean up, the POWs knew that the tunneling would continue.

This wasn't always a good thing, though: Sometimes a ferret would learn of a tunnel and wait until it was almost fully ready before getting a fleet of heavy trucks to roll above the tunnel and cave in all the hard work, crushing spirits along with the tunnels themselves.



THE GREAT ESCAPE

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION 8: DELOUSING BREAKOUT

CHARACTER: MacDonald



Now we check back in on MacDonald who's about to engage in a rescue mission to secure the freedom of two British officers.

It's a rough job but somebody's got to do it, and since he's already been through worse...

MISSION OBJECTIVES

- GET A DISGUISE.
- GET THE POCKETKNIFE.
- CUT THE TELEPHONE WIRE.
- GET THE DELOUSING PASS.
- ESCORT THE POWS.
- GET THE TIMETABLE.
- RETURN TO THE CAMP.



Get a Disguise

For starters, speak to the gent sitting in the corner, and he directs you to pick up a goon's uniform located under the building MacDonald is currently in.



Exit the room, take a right, and run down the hall and out the door.



Once outside, when the coast is clear, head behind the building. Make sure nobody's around or it'll be a short mission.



From the side of the barrack, hold Stance Change till MacDonald goes flat, then shimmy forward under the building.



On the opposite side you spy a bundle that contains the stolen uniform. Snap it up, then head back out.

Before heading back out, make sure no guards prowl about. Then roll out and head back inside.



Go through the gate and around the back of the central building. Keep a wary eye peeled for nosy guards.

Once back inside, whip out your shiny new goon suit. Now it's time to head for the commandant's quarters and the pocketknife.



From the rear of the building, crawl underneath and to the southern corner to find the pocketknife.



Get the Pocket Knife



Go down the corridor running left and through the doorway leading right.

Back out and jog due east toward the two buildings in the back corner.



Cut the Telephone Wire



Once outside, jog over to the menacing-looking gate to the north.



Keep jogging east and you pass some crates and a series of barrels. Turn right at the end of the building to find the phone wire.

Speak to the guard standing watch outside the commandant's compound. He hassles you a little, but then he lets you through "just this once."



The phone wire is in the center. Pull out your pocket knife and cut off their communications.

Get the Delousing Pass



Now backtrack west, between the buildings and to the structure opposite the one you found the knife under.



After heading inside, turn left and go through a second doorway to find some bad guys.

Grab the pass on the desk. The guard asks you a few questions and then lets you go.



Now head back outside and into the commandant's office (the central building under which you found the knife).



Inside, continue forward to the next doorway. Have your pass ready as you head deeper inside.



CAUTION A timed event begins immediately after the next step, so be on your toes!



In the back of the commandant's office, move to the table in the corner and make yourself official by stamping your own pass.



You need to get back to make roll call.

Uh-oh ... the commandant's returned! Quickly about-face and head to the corner to hide behind some crates.



Hang back here till the commandant does a lazy circle, then head up to the door. Peer through the keyhole before going through!



The chap checking out the books needs a hug (or a good choking, if you prefer). Open the door and sneak up behind him.





Race back to the gate. Don't forget! You're being timed!



At the gate, present your legitimate papers to the guard and he allows you back into the prison's general population.

Run between the first two buildings.



Duck through the first door on your right, then quickly change back to your "prison" garb.



Head through the door at the end of the hallway and back into the prison yard while the clock ticks down.



Keep sprinting until you reach the camp's southern corner with just enough time to make roll call.

Escort the POWs



Once accounted for, about-face and head along the right side of the camp. Check that you're not being watched, then switch back to the goon suit.

Continue to the last building on the right, around the corner to the left, and speak to the two POWs.



After quick conversation you're ready to escort them to freedom.



TIP The POWs follow only if you stay fairly close to them, so walk them out.



POWs in tow, head to the commandant's compound and use your pass to get past the guard and into the less secure area.



Safely through, head north until you spot some tire tracks in the ground. Lead the POWs down these tracks.

THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE

The road leads to a parked truck. Head just past that and come to another security gate.



Before long, you come to the final security checkpoint. Show the guard your pass and he tries to ring the camp for more info.



Despite the phone line being cut, the commandant picks a really bad time (for MacDonald, anyway) to come to the security check. The POWs freak out and hightail it.



Now hang back here until the commandant gets to the security checkpoint, then dash back into the commandant's compound to the left.



At this point, you must secure the timetable. Head back into the commandant's area, past the guard ahead, then take a left heading east.



Get the Timetable



This leaves you alone with the commandant and assorted heavies approaching. Turn and dash back toward the compound.



If the commandant sees you, it's curtains, so head off to the left from the parked truck and run toward the fence to the southwest.



Go between the buildings to the last one on the right, and head through the door.



After he vacates his desk, run over and grab the timetable, then head back outside. We're nearly all the way home.



Return to the Camp

Back outside again, head back to the gates, show your pass.



The timetable is on the table over which the guard hovers. He doesn't much care for you, so head to the back of the building.



Following MacDonald's advice, flip on the radio nearby and watch as the guard approaches to listen in.

MISSION ACCOMPLISHED!

MacDonald once again emerges victorious in his confrontations with the enemies and can take some solace in the fact that he rescued a few good men.



THE REAL GREAT ESCAPE

When it comes time to actually dig a tunnel, you can rely on the same three things most important to any business: Location, location, location.

When you live in a hut that's above ground on a wooden plank and the only thing that goes all the way through to the ground is your stove, you don't have many options. Of the more than 105 (!) tunnels dug at Stalag III, the vast majority led down through the stoves and into the ground.

Even when you get the entrance done right, and keep it hidden from the constant checks by the Ferrets, you've got one major problem: dirt, and lots of it. It's not going to simply vanish.

The secret the POWs used was to deputize other POWs (who called themselves "Penguins") to get them to spread the dirt around the prison. The Penguins would fill a sock or other piece of clothing with dirt, hide that inside their pant legs, and then casually walk around the prison, dropping dirt with each step.

MISSION 9: RECONNAISSANCE

CHARACTER: Hilts

Hilts has to escape the prison camp to do some recon of the surrounding area, though his goal is not to get away. He wants to be recaptured and to return to the camp with the information.



MISSION OBJECTIVES

- VISIT MANUFACTURER.
- COVER THE HIDING PLACE.
- CUT THE FENCE.
- ESCAPE FROM THE CAMP.
- ENTER THE WOODS.
- GO THROUGH THE WOODS.
- HEAD FOR THE RIVER.
- ESCAPE TO SAGAN.



Visit Manufacturer



Hilts first needs to talk to the gent seated in the corner to learn about Sedgwick the manufacturer.



Head out into the hallway going right, then make the first left to come to a door. Check the keyhole, then head outside.

Head straight across to the next building over and enter.



Collect a pair of first aid kits.



Move to the doorway on the left wall. Check that it's clear, then head out.

Once again, head straight across the yard to the next building over and enter.



Cut the Fence

Now take the first doorway on the right from Sedgwick's room, and jog across to the next building over.



Move to the rear of the building where you find Sedgwick.



Take the left-leading hallway to the next door, check for baddies, then journey outside and head to the building to the west.

Cover the Hiding Place



Uh-oh, random security check. Have Hiltz slide the various bookcases over Sedgwick's contraband.

Once inside, take the first left and head out the next door. Note the fence to Hiltz's right.



While Hiltz plays it cool, the guards rummage about, looking for banned items. Too bad they won't find any.



After you reach the fence, break out the wire cutters and get clipping.



After the guards depart, slide back the third shelf from the left and get the wire cutters.



Escape from the Camp

Go prone and crawl through the gap you made to exit the camp and continue with the mission.



THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE

Enter the Woods

Strike out northwest and you're gently guided into the depths of the woods.



In the woods there's only one way to go—straight ahead!



Go through the Woods



Now the mission becomes a mad dash. Just keep moving, even when confronted with soldiers, bullets, and anything else.



These flashlight-wielding guards are of no consequence. Put your head down and run!

At the stone house ahead, take a hard right as you crest a short hill.



TIP It is best to wait at the bottom of the slope for the alarm to fade, otherwise the guards will shoot to kill.

Head for the River



You spot a truck coming down the road. Ignore it and keep chugging along.

After you pass the truck, keep zipping north and you find yourself in a shallow river.



Escape to Sagan

Continue north-northeast, with bullets whizzing by.



You soon come across a stone fence. Use the wood pile to the right to vault over it at full speed then hang a quick right.



RECON COMPLETE!



Though he ends up recaptured, it was all a part of the plan, and Hilts comes away with some very valuable intelligence on the surrounding area.

THE REAL GREAT ESCAPE

With the entrance to the body of the tunnel taking shape, the really dangerous part happens. You didn't think that getting caught digging an escape tunnel was the worst of it did you? Imagine being 20 feet or more underground, in a small hole when, all of a sudden—cave-in! Now hope that your buddy (always dig with the buddy system) can dig you out before you go from digging dirt to sleeping in it ... forever.

The easiest way for the POWs to prevent a cave-in was to use as much wood as possible to prop up the top. With a limited amount of wood, this becomes difficult.

The solution the POWs came up with was to take planks of wood from their beds. This made things unpleasant when you couldn't lie on your bunk bed because it might break and crush the poor guy beneath you.

THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION 10: THE GREAT ESCAPE

CHARACTERS:
Sedgwick, Hilts



This is it: the game's eponymous mission—The Great Escape. You control Sedgwick and Hilts as they attempt to gain freedom for themselves and their compatriots via a tunnel, 30 feet of rope, and some good ol' fashioned sabotage.



MISSION OBJECTIVES

- SPEAK TO HENDLEY.
- SPEAK TO ASHLEY-PITT.
- GET THE ROPE.
- EXAMINE THE GENERATOR.
- GET A WRENCH.
- SABOTAGE THE TRANSFORMERS.
- GET THE ROPE TO BIG X.
- SET UP THE ROPE SIGNAL.
- SIGNAL TO THE POWS.



Speak to Hendley



Have a quick chat with Hendley and he gives you the Vorlager gate keys.

Speak to Ashley-Pitt

Now turn left and head to the door. Do a quick keyhole check to verify the location of the guard outside.



When it's all clear, head through the door and move left. Take a second left at the corner of the building heading west.



Head right when you emerge from between the two buildings, and go through the first door on the right.



Inside, talk to Ashley-Pitt and he agrees to cause a diversion for you.

Get the Rope

CAUTION As soon as you send Ashley-Pitt to create a diversion, you trigger a timed event so don't dawdle!

Ashley-Pitt heads outside and starts raising a clamor. Have Sedgwick exit through the rear (to avoid the spotlight) and go around front once more.



Now move to the Vorlager gate. Walk straight to the fence ahead, hang a right, and you'll soon trip over it.



Once through the gate, head due east to grab the rope lying underneath a shed.

Examine the Generator



Now let's take a peek at the generator. Quietly head southwest from where you located the rope and duck down the narrow alley to the left.

Get a Wrench



Head through the first gateway on your left, and close it behind you just in case.

Just inside this pen, you find the generator humming along. It's going to be shrapnel soon.



Head back to the gate, but peer over the wall before stepping out.



Once back outside, head right and return to where you found the rope. Hang there for a moment and watch for patrolling goons.

THE GREAT ESCAPE

PRIMA'S OFFICIAL STRATEGY GUIDE



When the coast is clear, head to the house just south of the shed. Move around to the opposite side.



Engage stealth modes before entering the door. Then move inside very quietly.

Spot a guard snoozing in a chair. Sneak by him carefully and head left.



Grab the wrench from the desk.



Sabotage the Transformers

TIP Check those keyholes before wandering through a doorway.

Now take Sedgwick back to the generators. Keep an eye peeled for meandering goons as you hightail it back to the generator pen.



Pull out the wrench and sabotage both generators.



Head through the door to the right and take out the controls.

Get the Rope to Big X



Back out, go past the generators again, move around to the left, and start jogging north.

At the corner of the building, peer around to make sure the path is clear, then start running west.





Follow the fence until you get back to the Vorlager gate and head through it.



Go northeast back to the barracks in which you started.

Inside, descend into the hole to track down Big X and deliver the rope.



Down in the hole, hop on the cart and wheel yourself into the inky depths.



At the end of the first cart ride, go prone to board another cart for the second leg of your subterranean adventure.

At the end of your second cart ride, you find Big X and Hilts hanging out. Turn the rope over to Big X.



Set up the Rope Signal



From this point forward, you control Hilts, with the recently acquired rope.



First climb the ladder and exit this dank hole.



THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE

Move to the tree and bush directly ahead and set up the rope signal.



In short order you'll have accomplished your mission and managed to strike still another blow against your tormentors. Congratulations!



Signal to the POWs



With the rope signal set up, it's time to get your friends out, but watch for the guards before you yank on it.

RIDE THAT TRAIN



With the Great Escape concluded, it's time for Hendley and Blythe to catch

a ride on the rails. Of course it's a bit more complicated than it sounds, namely because Blythe is blind....

THE REAL GREAT ESCAPE

When you're deep down in the earth digging tunnels, air is luxury item. For example, a two-foot by two-foot cave under 30 feet of dirt doesn't get a lot of air. Without it, the tunnelers have a hard time maintaining consciousness, let alone digging.

However, the POWs came up with an ingenious way to get air to the "miners" below. Using materials that were procured from the huts or "liberated" from the Germans, they made hand-held air pumps and placed them at the entrance to each tunnel, ensuring a steady, if low quality, stream of air.

In addition to making breathing a bit easier, wooden rails and wheeled sleds (think makeshift mine carts) were built into the tunnels, helping to get the diggers into the tunnels and the dirt out as quickly as possible.

Amazingly enough, in some cases, lights were even installed thanks to a quick-thinking POW who spotted some unattended electrical wire and snagged it. Bad news for the guy that was supposed to guard that wire—when the tunnel was discovered, he was blamed for it and executed!

MISSION 11: LAST TRAIN HOME

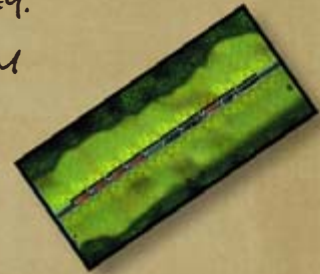
CHARACTERS: Blythe, Hendley

After making the great escape, Blythe and Hendley board a train that they hope will lead them to freedom. Unfortunately, the presence of SS troops looking for escaped Englishmen make this more than a lazy ride through the German countryside.



MISSION OBJECTIVES

- GET BLYTHE.
- HIDE FROM THE GESTAPO.
- FIND A KEY.
- JUMP FROM THE TRAIN.



Get Blythe



Have Hendley hand over his ticket to the conductor at the outset of the mission.



Now chat with Blythe. Take him to the back of the train so that he's in position for escaping.

To control Blythe, press and hold the Blythe Orders button, then select from one of three options: stand up/sit down, stop, and follow.



First, have Blythe get up, then have him follow Hendley to the back of the car.



Now move to the next car, open the door, and wait for him to catch up (he's a bit slow).



Keep moving to the third car, while Blythe follows.

THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE



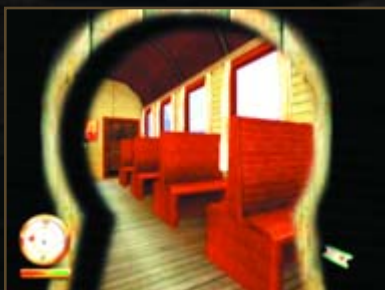
By the time you reach the tail end of the third car, the Gestapo show up hunting for Englishmen.

Hide from the Gestapo



Duck into the water closet at the end of the car on the right side. Close the door behind Hendley and Blythe.

Peek through the keyhole and watch for the Gestapo agent. It may be a bit, so just sit tight and ride it out.



Eventually he shows up. Wait for him to move out of the car you're in.



Find a Key

Once he moves out, head out of the water closet (make Blythe stay) and move toward the front of the train, shadowing the Gestapo from a safe distance.



Once you reach car 5, take to the train's roof via the ladder.

CAUTION When traversing the train's roof, be wary of oncoming obstacles such as tunnels. Moving stealthily keeps you from getting nailed.

After you've taken to the roof, continue moving forward. Don't fall off the edges of the car.



To leap from car to car, move to the edge of one car, wait for the telltale arrow, and press Action to make a safe leap.



Once you clear car 4, head to the far end of car 3 and slide down the ladder on the roof's right side.



This deposits you on the side of a speeding train! Watch your step as you sidle along to the open doorway just ahead.

Before stepping through, peer around the corner to find a rather unfriendly face.



When the guy turns his back, have Hendley apply a little pressure to his neck.



Then continue forward where a studious-looking fellow is standing. Pick his pocket.



Proceed through the door and hand your first-class ticket to the ticket-taker.



Duck into one of the compartments and wait for a soldier to come along. When he turns to leave, bring the pain.

Continue forward to the next car, finally entering the very first car on the train.



Inside you find two first aid kits and the train keys.



Gather the booty, head to the back left corner, and crouch to hide from an approaching soldier.



When he turns around, sneak out and choke him.

THE GREAT ESCAPE

PRIMA'S OFFICIAL STRATEGY GUIDE

Now return to car 3 (the car you initially descended into) and find a cache of goodies locked in the cage: an Arminius M10 revolver, first aid kit, MP 40 submachine gun, and revolver and submachine-gun ammo.



Find another first aid kit to the left of the weapons locker and another just behind it.



CAUTION From here you head back up to the roof, where a goon squad waits. Have a weapon armed *prior* to mounting the ladder.



Arms all collected, head back out and up the ladder to the roof again.



The second you set foot on the roof, the goon squad attacks! Draw your gun and return fire.

TIP If you're getting shot to pieces be *sure* to use your first aid kits. There's a lag in using them, so use them sooner rather than later.



After the hail of gunfire ceases, continue forward across the back of car 3, but be on your guard!

Halfway up, you're assaulted again. Steady your hands, take aim, and blow that Gestapo agent away.



Hopping across to car 4, you once again come under enemy fire. Keep your cool and return fire in measured bursts.



If you manage to get up close and personal with a foe, feed him the butt of your MP 40.



At car 5, head down the ladder and make for the doorway to car 6.

Barrel through the car. Don't shoot the innocent people (you need to save your ammo).





Open the door to car 7, and you find two goons hanging back (with a third on his way). Step forward, plant your foot, and keep firing until you've painted the walls.



When you reach the water closet Blythe's stashed in, turn around and mow down the four Gestapo agents.



Halfway through car 7, another soldier comes storming at Hendley. Show him the business end of your MP 40 then keep moving.

Gather up Blythe and exit the door to the left of the bathroom.



AND AWAY WE GO

And with that, Hendley and Blythe (with a little coaxing) leap from the rear of the train.

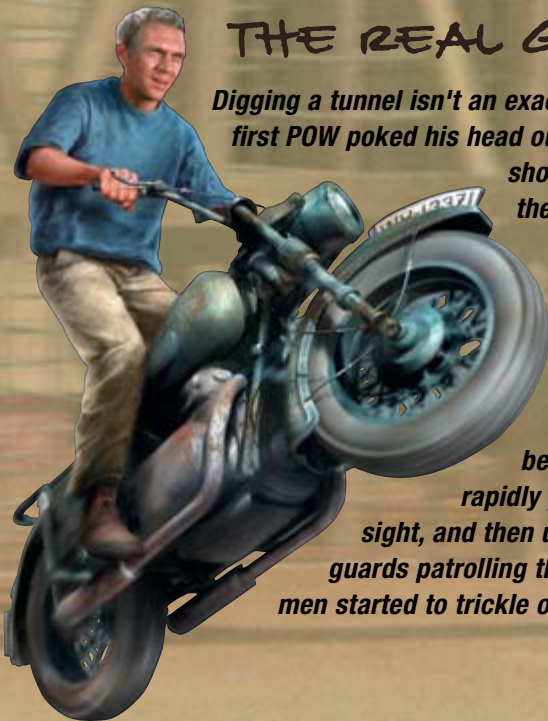


Continuing forward, you pass through car 9 unmolested until you come car 10, where you deposited Blythe.



THE REAL GREAT ESCAPE

Digging a tunnel isn't an exact science, and even the best-laid plans can go awry. When the first POW poked his head out of the tunnel, he panicked, seeing that the tunnel was much shorter than planned—it was much closer to the guard towers than the POWs would have liked. The situation became tense, and a decision had to be made. All of the forged passports and paperwork were dated for the following day, much longer than it would take to start digging again and add those vital extra feet to the tunnel. Either the POWs chanced it and went that night, or it would all have been for naught and the escape would be called off. The taste of freedom, however brief it might be, was far too alluring to the POWs and a signaling system was rapidly put into place. The first man out of the tunnel would hide out of sight, and then use a rope to signal to the others and let them know when the guards patrolling the fence had little chance to see them. The system worked and men started to trickle out of the tunnel and into the snow.



THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION 12: BEHIND ENEMY LINES

CHARACTER: MacDonald

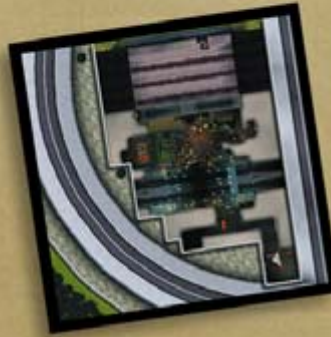


Now it's MacDonald's turn to try to escape the country, attempting to go via rail as did Blythe and Hendley. Will he be more successful? Not bloody likely...



MISSION OBJECTIVES

- GET A KEY.
- ENTER THE MILITARY AREA.
- ENTER THE CIVILIAN AREA.
- BUY A TICKET.
- EXIT THE STATION.



Get a Key



Run straight ahead to the nook in the left-hand wall.



Turn around and a locomotive and its cargo comes lumbering by, almost squishing poor MacDonald.



Head back out into the tunnel and continue east, stopping short at the end of the tunnel.

Now turn right and stand in front of the large parked train immediately in front of MacDonald.



Peering around the corner, you see a pacing guard.



When you know where the guard is, head to the left side of the yard and jog through some lumber and railroad ties.



Continuing forward, you come to a small structure. Sneak inside, minding the snoring guard, and grab the door key on the table.



Move to and through the door (after, of course, checking the keyhole).



Enter the Civilian Area

Go down the hall and, before rounding the corner, peer over and see if any guards are present, then head around the bend.



Enter the Military Area

Head back outside, checking for other guards.



Now duck through the first door on the right, and enter a room full of luggage.



Cross the yard to the military trains, still checking for miscreants.



Move to the back of the room where an air vent is close to the ground.



Head into the doorway with the black cross over it.



Go prone and send MacDonald scurrying through the air vent as it heads due west.



THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE

Exit the duct and carefully move down the slope leading west.



Go left and take the first hall leading left.



From there, head around the bend and mount the next duct leading upward, following that until it levels out.



Bop through the first door you come across, then hang a right to the barred hole in the wall to the right.



At this point, you spy another hole to squeeze through and out into a normal hallway. Head left and through the first door you see.



With the hacksaw in hand, chew through the wrought iron bars.



In the next room, check the nearby table and grab a handy hacksaw blade.



Turn around and move to the big red button on the opposite wall. Press it to set off the alarm.

Head into the next room (a lavatory) and scoop up the bottle, then head back out into the hallway.



Shimmy through the formerly barred hole into a room with a few crates and another door.



Head through the door, turn left, and go through the door directly ahead.



Inside you find another grating just begging to be sawed through. Don't disappoint.



Enter the hole, and crawl to another grate. Whip out the hacksaw and make short work of that one, too.



Buy a Ticket

In the next room, twist the valve on the left wall. Then head through the door.



The janitor's distracted, and you're in a washroom. Head to the exit in the opposite corner.



MacDonald emerges in the main lobby of the train station. Cross to the ticket counter and procure a ticket.

Turn around and make for the lobby exit in the southeastern corner when a chap calls you over. Gulp!



You forgot your change. Go to the ticket counter and collect your cash, then head for the exit once more (you can check for gray hairs later).



Exit the Station

On the train platform, get out your ticket and ID and proceed forward.



Hand over your ticket and ID to the gent asking for them. Unfortunately, he needs to double-check your ID.



THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE



That sick chill going down your spine is the sudden realization that the jig is up.



Run straight for the nearest guard and drop him with a well-placed blow to his glass jaw.



Next you come across the SS officer that made you. Wind up another haymaker and drop him where he stands, then it's off to the races.

TIP From this point forward, run, run, run until you hear otherwise.



Begin sprinting east and down the first set of stairs MacDonald comes across.



Barrel down the hall in an adrenaline-inspired sprint.



Up the next stairwell, head left and toward the opening with the stained-glass hanging above.



As you enter the next room, a guard rises to greet you. Show him MacDonald's well-calloused knuckles.

Turn left and continue your mad sprint down and to the right.



Freedom beckons! Run like the wind, MacDonald!



As the tunnel opens out into the exit, turn left and be prepared to deal with an unfriendly German shepherd.



YOU WIN SOME, YOU LOSE SOME

Well, MacDonald may be a bit worse for the wear but at least he's still breathing.



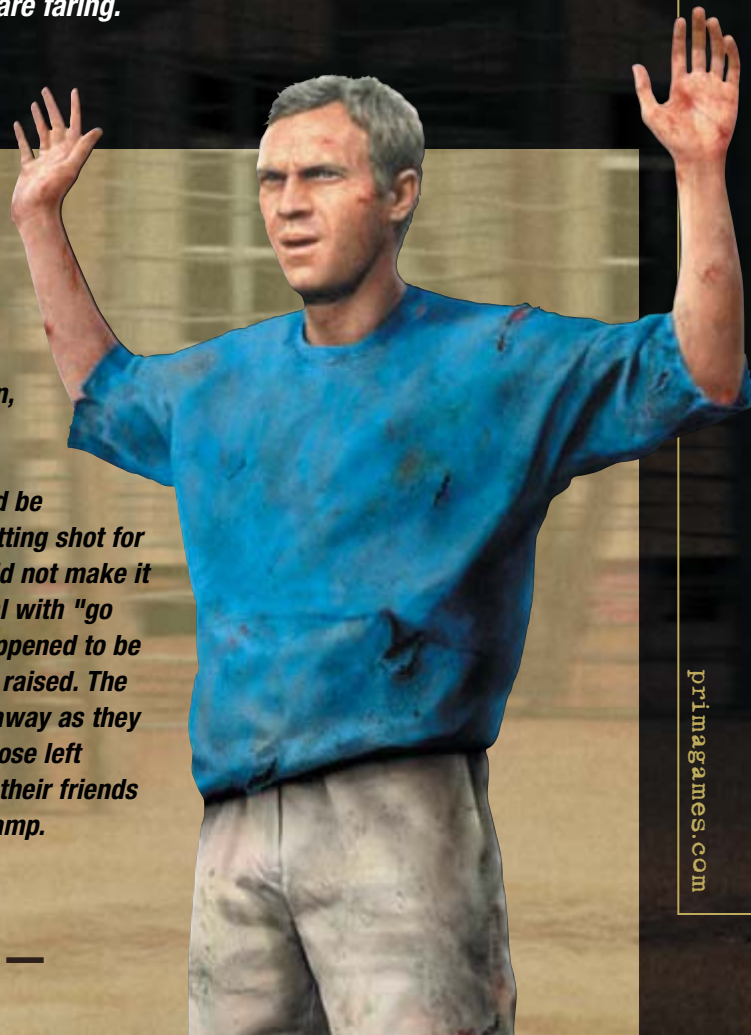
Now let's see how Blythe and Hendley are faring.



Ignoring the guard, the shepherd grabs hold of MacDonald's arm. Press Attack/Strangle rapidly to shake him off, then make a mad dash for the exit.

THE REAL GREAT ESCAPE

The added time it took to use the signaling system, and the time necessary to put it into place, slowed the pace of the escape much more than anyone would have dared imagine. By the early morning, only 76 men had escaped. With daylight coming up soon, the word was quickly passed that anyone with a number in the escape line over 100 was, sadly, not going to get their chance. Disappointed, the men stayed in the hut, knowing that they would be hassled in the morning for attempting to escape, but avoiding getting shot for walking outside a hut during the night. Unfortunately, 100 men did not make it out of the tunnel. The 87th man, confusing the "stay there" signal with "go now," exited the tunnel at the same time as a German soldier happened to be only feet from it. A warning shot was fired and the alarm quickly raised. The men already out of the tunnel began to run, hoping to get as far away as they could before the guards went into the forest looking for them. Those left behind in the tunnel and the camp could do nothing except wish their friends good luck and wait for another day in the Stalag Luft III prison camp.



MISSION 13: AIRFIELD ESCAPE

CHARACTERS: Hendley, Blythe

Having had an unfortunate experience with travel by rail, Hendley and Blythe conclude that flying is the way to go. Unfortunately, that means stealing a German aircraft.



MISSION OBJECTIVES

- ENTER THE AIRFIELD.
- FIND A UNIFORM.
- LOCATE A PLANE.
- GET A STARTER CRANK.
- GET A VALVE HANDLE.
- GET A KEY.
- REFUEL THE PLANE.
- FLY AWAY!



Enter the Airfield



Have Blythe follow Hendley to the fence.



Wary of any guards patrolling the perimeter, use the wire cutters to chew through the fence to gain access to the airfield.

Once inside the field, head over to the nearby shack and deposit Blythe inside. You'll return for him later.



Find a Uniform



Head north across the airfield and to the left of the leftmost hangar.



Coming around the back of the hangar, you spot a rusty water tower. Head to the next hangar over.



In front of the central hangar is a vehicle. No one's using it, so borrow it.

Entering the central hangar from the rear, carefully move, watching for any guards lurking inside.



Notice a plane to the southeast. Roll your new wheels over there to have a look.

Once the flight technician disappears to the left, run up to the nearby table and bag a technician's uniform.



Perfect! This plane will do nicely.



Retreat to the hallway you entered through and quickly change duds.

Get a Starter Crank



Now enter the hangar next to the plane and move to the table in the rear.

Locate a Plane



Head out the door once more, then hang a right and start jogging southeast, between two hangars.



Acquire the starter crank.

THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE

Get a Valve Handle



Head back out to your jalopy and proceed to the tower just behind the central hangar.



At the tower, go through the doorway to the left side of the barrels.



Lope back down the stairs and hang a right at the next intersection.



A guard wants to see some ID. Provide it, then enter the nearby doorway when he allows you past.

Head across the hall and climb the stairs you come to.



Here you find the valve handle, which you need to fuel the plane.



You should see a guard doing his rounds at the top of the stairs (if not, wait for him). When he passes, strangle him.



Get a Key



Head back out into the hall, past the guard and out the door to the right.



Head into the nearby room, hang a quick left, and zip to the table to grab the ID card.



A sharp left takes you behind the barrels and through another doorway.



After several excruciating flights of stairs, Hendley emerges in the tower.



With the one down, the other's a snap. Just get behind him and do what you gotta do.



The second fellow, as it turns out, was carrying the fuel truck key. With that, head back to your wheels.



Refuel the Plane



These two gents need to be subdued separately.



The fuel trucks are east of the tower. Step on it and get over there—Blythe must be positively frantic by now.



Once they are in these positions, run over and take out the fellow in the dark blue togs.

Hop into the fuel truck and return south to the plane.



"Relax, it'll all be over in a second..."



Park the fuel truck as close to the plane as possible, then move to the aircraft to begin the fueling process with the valve handle.



THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE

With the plane topped off, it's just about time to go ... but aren't you forgetting something?



Fly Away!



Hop back into the fuel truck and go and pick up Blythe. He's still in his shack nearly due west of the plane.



It's a quick return trip due east to the plane.



With Blythe turning the crank, the plane roars to life! It's time to pack it in and head back to England.

OFF WE GO!

That completes "The Misadventures of Hendley and Blythe." Now we rejoin MacDonald for a pair of missions.

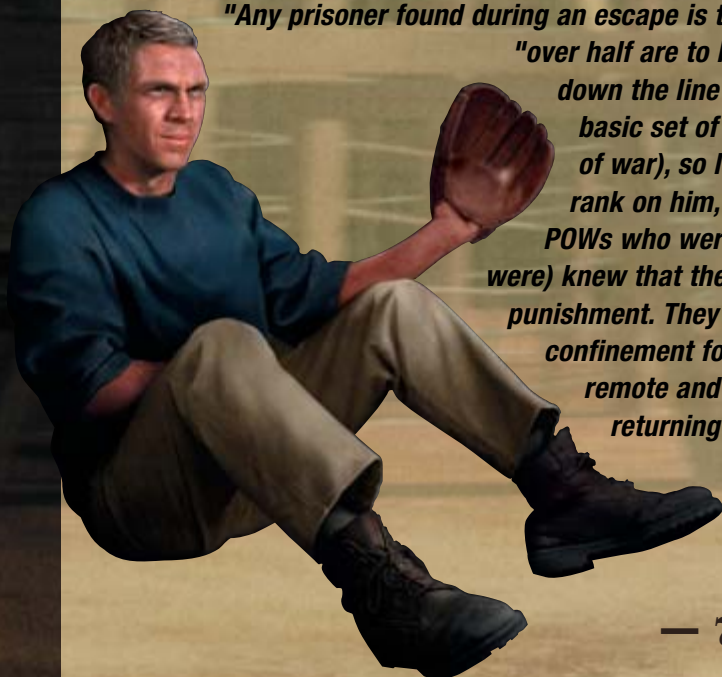


THE REAL GREAT ESCAPE

As you can imagine, the German guards weren't too pleased with the escape. In fact, word rapidly went all the way up the line of the German military until it reached Adolf Hitler. His response was simple:

"Any prisoner found during an escape is to be shot on sight." He quickly changed that order to

"over half are to be shot and cremated," and the directive was passed down the line of command. Under the Geneva Convention (which is a basic set of rules and guidelines on how to treat foreign prisoners of war), so long as a soldier carried some form of identification or rank on him, he could not be shot as a spy. This meant that the POWs who were carrying these items (and most, if not all of them, were) knew that they would be returned to the camp without the ultimate punishment. They would surely be punished, locked into solitary confinement for a long time or maybe even transferred to a more remote and secure prison, but life would go on and the hope of returning home would remain. Surely the German Army would follow those rules and not shoot unarmed men trying to escape home.



MISSION 14: ON THE RUN!

CHARACTER: MacDonald



Now we turn to everybody's favorite Scotsman, MacDonald, as he makes his final run at freedom. Seemingly an entire battalion of the Third Reich is nipping at his heels in this high-speed foot race.



MISSION OBJECTIVES

- FLEE.
- KEEP RUNNING.
- ESCAPE.



NOTE On this mission, escaping is everything. Don't stop moving (except in very rare instances) and don't engage any foes in protracted battles.

Flee

The Gestapo agents waylaid, take off at a mad dash heading down the street running northeast at full throttle.



At the first fork, take a sharp right and round a corner heading straight toward a parked truck.



Head through the door ahead, then motor past a series of crates as you barrel down a narrow alleyway.

The road comes to an abrupt dead end. Clamber up the crates in MacDonald's path.



Turn east, drop from the wall, and keep running (ignore the soldier who pops up to take some potshots at MacDonald).



Ignore the next road striking off to the right and keep heading forward, rounding the street as it leads left.



Sprint past another parked truck. Keep following the road through a narrow gap.

Spy a staircase to the left. Take those steps three at a time, with German shepherds nipping at MacDonald's feet.



After exiting the stairs, follow the ledge around the bend, dodging bullets and generally making the enemies really work for their money.



Before long you come to the end of the ledge. Drop through the gap, onto the crates, and head east into the tunnel.



Spot an open manhole. Grab the ladder, swing MacDonald over, and head down.

Keep Running

Once you're in the sewer, take the path leading to the left and keep running as the splashing water echoes.



Take the next left (ignoring the path to the right) to find the ladder leading back to daylight.



Weave between two sets of crates, and make a beeline for the stairwell looming ahead.



Barge through the door at the top of the stairs, then duck to the left.

Push the crate in the corner so that it blocks the door, buying MacDonald some extra time.





Heading to the back of the room, grab the key lying on the table and then zip through the door just to the left.



Dart through the floral arrangements, then either zip through the door or hop over and through the nearby window.

In the back right side of the next room, near some file cabinets, bag a first aid kit.



As you come through the window, you practically step on another first aid kit.



Exit the doorway just ahead, clamber atop the flower beds, then jump across to the roof just ahead.



Head around the corner and find some stairs leading down. You're nearly home free!



Make a sharp left and leap across to the red-tiled roof. Watch your step!



In the next room, head due east ignoring the desk, door, and other assorted objects. Run for the far desk, however.



Continue straight ahead ripping down the red tiles until you reach the edge of the roof, then swing right and leap to the gray roof.



That desk holds another first aid kit, which you may yet need.



One last jump to go! Run west and leap to the inviting walkway just ahead, strewn with several flower boxes.

THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE

Down the corridor to the left you enter a fairly large room decorated with some odd tapestries.



Leave that building for a spacious courtyard framing a fountain. Head past the parked car and down the road to the right.



Follow the road as it twists and turns, past an obelisk and down and to the left.

Tip To get rid of the dogs, grab the meat from the table in the market stall to your left. When the dogs come, throw the meat on the ground and they go for that rather than you!

Keep heading north, ignoring the spur leading right, and continue to the left. Try not to sweat the German shepherds in hot pursuit.



Before too long, you come to another path leading right, just past a bicycle. Head down this corridor and watch for that approaching puppy!



Racing down this fairly narrow alleyway (don't look back!) you spot a few crates alongside a wall. Mount them and head over the wall.

Escape



Once on the other side, proceed into the rear entrance of a small cafe. Ignore the scowling cook and head into the next room.

In the cafe proper, the enemies show up to lock the joint down. Duck into the doorway to the left and grab the coat and hat.



Duck into the water closet at the end of the hall and don your new duds, then make your way back into the dining room.



Now, back in the cafe, walk (don't run!) toward the exit. Don't draw any undue attention.



Exit through the front door, past the unsuspecting guards and down the street to the west.



As soon as you're a few feet from the guards, make one last mad dash for freedom!

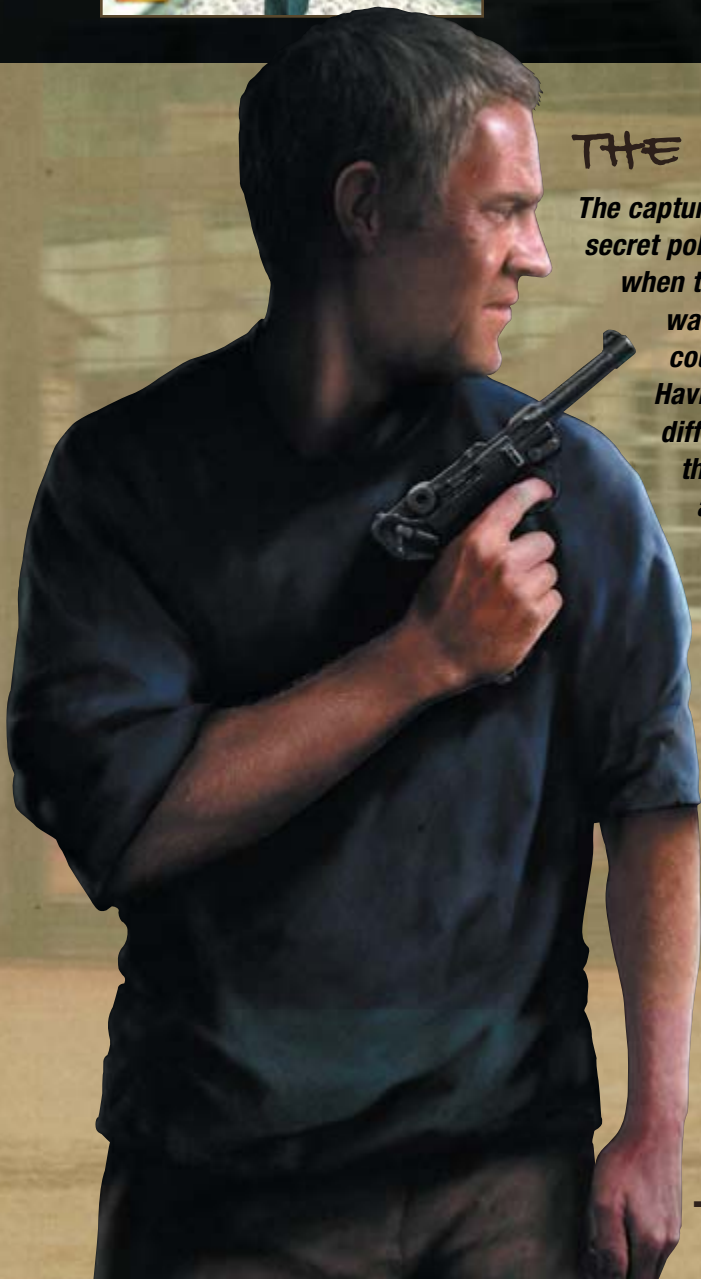
WOE TO THE VANQUISHED!

And with that, MacDonald strides into the sunset, leaving his pursuers scratching their fairly empty heads in abject puzzlement.



THE REAL GREAT ESCAPE

The captured men were quickly handed over to the Gestapo (the secret police of the German military), and that must have been when the POW's started to wonder. Usually, an escaped POW was handed over to the civilian police and held until he could be returned to the prison from which he escaped. Having the Gestapo pick you up is something altogether different—many times worse. The Gestapo weren't above the law; they were it and they were free to do almost anything they wanted. Both the German military and German civilians were deathly afraid of them, and for good reason. Fifty of the men were rounded up by the Gestapo, taken to fields and allowed to rest and then shot to death. In almost every case, the report was written the same way: "The prisoners, whilst relieving themselves, bolted for freedom and were shot whilst trying to escape." It was obviously a lie, but the end result was the same. Fifty Allied Airmen who heroically fought for their countries were mowed down like cattle.



MISSION 15: RESISTANCE COLLABORATOR

CHARACTER: Sedgwick

We now meet up with Sedgwick, who's made a deal with members of the French Resistance: If he helps them accomplish their mission, they'll get him to a free country. It sounds good on paper...



MISSION OBJECTIVES

- RENDEZVOUS WITH ANTON.
- FIND A DISGUISE.
- RETURN TO ANTON.
- GET ONTO THE BRIDGE.
- OBTAIN SOME EXPLOSIVES.
- EXIT THE AREA.



Rendezvous with Anton

Jog right until you see a strip of exposed earth. Go prone and start crawling east, parallel the river.



As you crawl past the first tree on the right you find a "Jerry" standing alongside the river. Continue slithering forward.



Hug the riverbank, and after you crawl past a small rise, pause and look for a guard trotting back and forth to the east.



Once the guard moves out of sight, get to your feet and start jogging *carefully* to the rightmost set of railroad ties.



Hang back behind the ties until the guard ventures off to the left and away from Sedgwick. From there, get cracking to the east.

Head underneath the archway of the bridge, moving toward the block and tackle suspending a clutch of lumber in the air.



Anton waits underneath the lumber. Talk to him, then it's off to secure a uniform.



Proceed to the truck in the distance (don't sweat the guards), and in its bed find a coil of wire. Now head back to Anton.



Find a Disguise



Behind Anton's hiding spot (a series of rails) peer around the corner to check where the guards are.

Return to Anton

Meet up with Anton behind the rails once more, have a quick chat, then head to the fellows swinging their pickaxes.



Once the guard begins to head away from Sedgwick, rush out and make a break for the small house.

Get onto the Bridge

CAUTION The next sequence is a timed event. Be ready to move as soon as you start the process.

Inside the house, in the back, is a set of worker's clothing. Put it on to blend in with the other laborers.



Talk to the burly fellow in front and he initiates the distraction at your command. Put your game face on.

You may be tempted to go back and see Anton, but exit the house and move west.



Diversion started, jog up the hill to the right and wait for the guard at the top to check out what all the fuss is about.



THE GREAT ESCAPE™

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As the guard moves away from his post, head over to the nearby ladder. Start climbing.



Keep running along the left edge of the bridge, along the side of a large locomotive.



When you reach the platform, don't tarry! Mount the next ladder and continue climbing.



Make a U-turn around the rear of the train where you spot an unsuspecting guard.



Obtain Some Explosives



Once you reach the top, dash along the left edge of the bridge. Watch your step, though! It's a long way down.

Side up behind him and apply a vicious choke hold.



Just to the left, spot a box full of explosives. Gather up the TNT and move to the right side of the bridge.

Exit the Area

Start jogging back down the right side of the bridge, past where you exited the ladder.



When you come upon the set of rails to the left, be very quiet and carefully pick your way past the guard spitting off the side of the bridge.



Keep sneaking forward and you pass a large red train/crane car. Pause and watch out for roaming interlopers.



From the crane, creep carefully to the stack of crates in the middle of the tracks. Pause there and check the guard's location.

Once the guard moves off, climb aboard the car just to the left of the oblivious laborer.



ALL ABOARD!

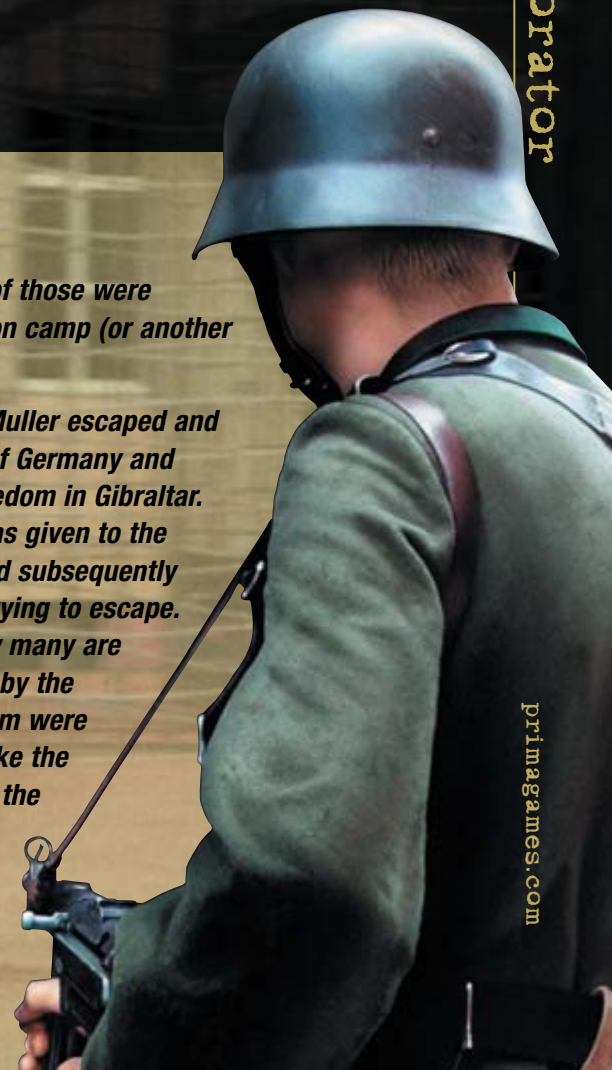
With that, Sedgwick rides the rails with a hail of gunfire at his back. The enemies are pretty awful shots, so there's nothing to worry about.



THE REAL GREAT ESCAPE

Out of the 86 men that made it out of the tunnel, 83 were caught. Fifty of those were executed and the remaining 33 were returned to the Stalag Luft III prison camp (or another prison camp). What happened to the other three?

They actually made it and escaped home. Per Bergsland and Jens Muller escaped and eventually made their way to Sweden. Bram van der Stok traveled out of Germany and through Holland, Belgium, France, and Spain before finally reaching freedom in Gibraltar. When word of the 50 executed prisoners reached the prison camp, it was given to the Senior British Officer. The new warden (the former one was arrested and subsequently spent two years in jail) told the SBO that 50 men had been shot while trying to escape. The SBO's first question was full of hope and easy to see coming: "How many are wounded?" "None" was the reply. A memorial and cemetery were built by the POWs after getting permission from the Luftwaffe guards (many of whom were outraged by the executions and didn't want to be thought of as being like the Gestapo) and, after the war, the memorial and cemetery were moved to the Old Garrison Cemetery at Poznan where both still remain to this day.



MISSION 16: AMBUSH!

CHARACTER: Sedgwick

The first part of his mission accomplished, Sedgwick now finds himself pinned down by the enemy in a massive ambush against him and his allies. From here on out it's an "all guns blazing" affair, so keep that trigger finger well-oiled and spare magazines at the ready.



Free the Resistance Members



Head straight through the opening in the fence and look for the barn. The French Resistance members are being held on the upper floor of that barn, so that's your destination.

Walk to the back side of the barn and peek around. One German guard patrols the perimeter of the barn. Not good. Sneak inside and avoid him for now.



Inside the barn, note the ladder to the second floor. Act quickly and head up it, before the outside guard makes another pass and spots you.



MISSION OBJECTIVES

- RENDEZVOUS WITH ANTON.
- FREE THE RESISTANCE MEMBERS.
- RECOVER THE DETONATOR.
- CLEAR THE NORTH SIDE OF THE TOWN OF JERRIES.
- PLACE THE EXPLOSIVES.
- PLACE THE DETONATOR.
- INTERCEPT THE CONVOY.
- RECOVER THE DOSSIER.
- EXIT THE AREA.



Another guard has your friends at gunpoint upstairs. Give him the strangle hold until he drops lifeless on the floor.



Drop his corpse and turn around. Behind you, on the hay bales, find a Luger P05 pistol and one clip of ammo for it. How generous of the Germans to leave guns lying around for you.

Talk to your Resistance friends and hear their tale of woe. The Jerries have taken the detonator and are massing in the town. Time to forgo stealth and get with the shootin'.



Recover the Detonator

Head back down the ladder and face the open door in front of you. The patrolling guard is still there—give him a nice little lead surprise to the head.



Exit and head left. One of the Resistance members is crouched behind a wagon. Talk to her, and she tells you to get the detonator and eliminate the German presence from the north side of town.



Turn the corner to the right, and you get a nice little surprise. Three German guards patrol the area. Use the Luger.



Head past the corpse until you come to a broken-down car. Behind it and to the right is a small outpost, and that's your next target.



Alongside the outpost, find the detonator, a first aid kit, a Sten MK 2 submachine gun and one mag of Sten ammo. Take it all and get ready to slug it out with the German Army.

Clear the North Side of the Town of Jerries



From the outpost, run alongside the truck and head toward town. Look for the wall that's been bombed to pieces, as that's where you'll start laying down the hurt.

Stand on the bomb crater and look through the wall. A guard sees you, but it's too late for him. Make quick work of him with a pistol round to the head.



Take another step forward, and find yet another guard to put down. After a few well-placed rounds he won't trouble you, or anyone, ever again.



Ignore the next couple guards and run quickly left. Beyond the piles of wood, make a left and head in the door to the building.



Inside, find two first aid kits and two piles of Sten ammo. Take them all, then head back outside to join the fight.

THE GREAT ESCAPE

PRIMA'S OFFICIAL STRATEGY GUIDE

Watch out as you head for the door. A few sneaky Germans are waiting around it to ambush you. Break out the Sten and finish them off.



Head back down the street and you've got even more guards to kill. Three await you, two in buildings and one in the street. Once they are out of the way, it's time to blow that bridge up.



Once out the door, quickly run into the chicken coop directly in front of you. There are no chickens here, but there is a first aid kit. Take it, then head back outside.



Whoops ... spoke too soon. Watch out behind you. One guard remains and he snuck out the door behind you. Drop him and head for the bridge.



Two guards are dug in and ready to shoot you, so make your aim true and get them before they get you. Staunch your wounds with first aid kits as needed.

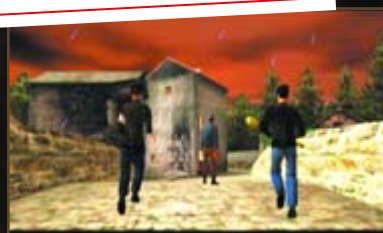
Place the Explosives

CAUTION The next sequence is a timed event. Be ready to move as soon as you plant the explosives.

Look for the small brick building with two entrances. Find a stick grenade and a first aid kit inside. This building provides good cover.



After you've eliminated all the guards, your friends show up. Quickly plant the explosives on the bridge and run to the first building on the left after the bridge.



Back outside, you've got two more guards to kill. One is behind the bunker in the street and the other is on the second floor of the building with no wall. They are starting to get sneaky now, so shoot them before they cause you too much trouble.



Place the Detonator

Through the door and upstairs, you find the perfect vantage point to place the detonator and blow up the bridge.



Intercept the Convoy



Enjoy your handiwork and watch that bridge blow to pieces. Now, you must get that dossier at all costs.

Recover the Dossier

Head back downstairs and take two lefts, hugging the side of the building. Guards prowl and shoot at you, but you won't take too much damage just running past them. The small building just to the left and behind the barrels is your next haven.



Inside, find three clips of Luger ammunition, a first aid kit, and a Panzerfaust. Hole up in the building and kill all the guards who come looking for you. You can expect at least five corpses to litter the ground, hopefully none of them will be Sedgwick!



Turn left, past the small barn on the right and head for the building behind the barrel on the left. Inside find another first aid kit.

Hole up yet again and kill any guards that come your way. A few shots in each makes quick work of them and clears the path.



Head outside and to the left again. There is a half track with a gunner shooting rounds at you, but pay him no mind (for now) and dash for the building's brown door.



Heal up and pick up all the supplies you can. Help yourself to two packs of Sten ammo, two first aid kits, and another Panzerfaust, then head out the door.

Through the small courtyard, find an open door and three guards inside. Kill them and head upstairs. The dossier is close!



Stop halfway up the stairs. It's time to clear the next room of the two soldiers guarding the dossier. Switch to first-person view, select the stick grenade, and lob it into the room. Wait for the explosion, then head inside.



THE GREAT ESCAPE

PRIMA'S OFFICIAL STRATEGY GUIDE



In the corner, you find the dossier. It was a lot of trouble to get, but it will be invaluable to your Resistance friends. Take it, along with the two packs of Sten ammo on the bed.

Exit the Area

Remember that half track with the machine gunner shooting at you? Well, it's time to return the favor. From the opening in the wall, give him a few Sten rounds and put him out of your misery.



Drop down through the wall, and head past the half track. Sedgwick is almost free, with just a few more guards between him and sweet, sweet freedom.



With three guards to kill, the easiest thing to do is use the Panzerfaust ("armored fist") on them. This rocket-propelled grenade allows Sedgwick to blow them up from a safe distance. Use both Panzerfausts on the guards, then you are home free.



FREEDOM

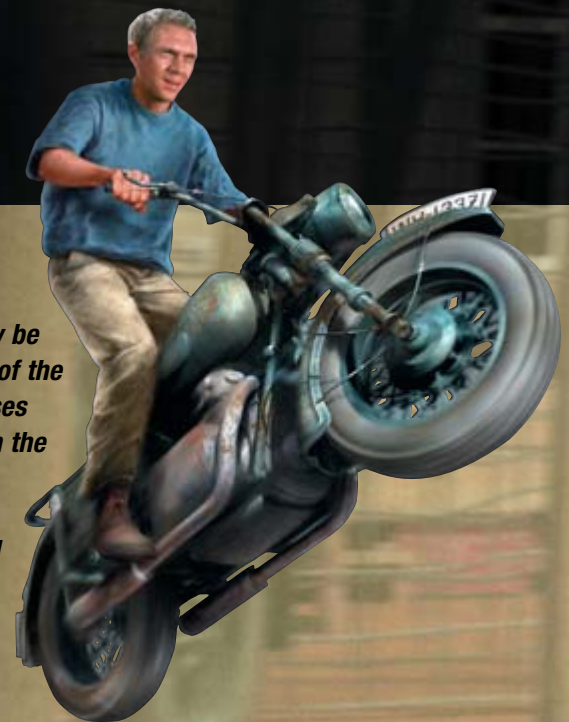
Sedgwick's tale with the Resistance ends, and he runs off into the forest with them, hoping



to finally be a free man. Are his struggles all behind him, or does another challenge await?

THE REAL GREAT ESCAPE

One of the worst aspects of the prison camp (if anything could actually be worse than being a prisoner of war) was the food. The "culinary arts" of the Allied army were a lot like the bombing of the day—mostly broad misses with a few hits here and there. Most of the time, the POWs bordered on the edge of starvation and were kept in good spirits largely thanks to the foodstuffs sent from home (yes, even in a WWII prison camp you can still get mom's cooking sent to you). Most of the time, the POWs would pool these aid packages together so that every man could share in the spoils and never go hungry. Needless to say, day-to-day rations probably weren't complained about ... too heavily.



MISSION 17: FULL THROTTLE

CHARACTER: Hilts



Hilts must now make his final escape from the grasp of the enemy soldiers, and he plans to do it with pure style from the back of a motorcycle.



MISSION OBJECTIVES

- GET A MOTORBIKE.
- GET A UNIFORM.
- ESCAPE FROM TOWN.
- HEAD FOR THE SWISS BORDER.



Get a Motorbike



Hilts is sporting a blue shirt and white pants. Steer west through the sparsely populated forest and make for the abandoned building in the distance.

Proceed to the nearby post and use the coil of wire on it. Watch Hilts string it across the road.



After you reach the house, get out your lockpick and pick that pesky lock.

Before long, a speeding German motorbike passes. Biker meet wire; wire meet biker.



In the back of the building you find a handy coil of wire. Pick it up and head outside.



Race over and grab the downed bike, climb aboard and open that throttle up. It's race time!



THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE

Get a Uniform



Immediately steer west, past the barricades and out onto the patch of grass to the right.

From here, Hilts must run over to the guardhouse to the northwest very quietly.



Note the guard goose-stepping about. After he heads across the road, run over and grab the uniform sitting by the guard post.



Disguised as the enemy, head back to where you left the bike and climb aboard.



Continue down the road, past the guard post, and on to town.

Escape from Town

Follow the road through town until you come to a truck lumbering around a right corner.



A scant few turns later you come across some barbed wired barricades abutting a small barn.



Cut through the barn and spot a pile of earth. Gun that throttle, daredevil!

After cruising off the pile of earth, you come to a hard landing near an enemy biker. Keep revving that engine and get out of there!



Head for the Swiss Border

Hanging a very sharp left, continue barreling forward, ripping through a narrow canyon.





If the bikers get too close, a swift kick to the side quickly cures their aggressive tendencies.



The random guards that you spot along the way are of little consequence. Either run them down (if they get in your path) or simply speed right on by.

At the stone bridge, ride down the embankment on the right and then up the other side.



This bit is tricky: You come upon a barrier not long after passing an inert machine-gun nest. From here, use the ramp to the right to fly clear over it.

Whoa! Watch for the tank as you zip out of the riverbed. Don't run into that multiton monstrosity.



As soon as you touch down, you pass another barrier to your left. Just around the corner, three soldiers are determined to bring you down.



Continue down the road, and a second tank lumbers into view. His cannon can't hit you, but do not collide with him!

They may get in a few lucky shots but, at this point, you're practically home free. Speed on to make your escape.



If the enemies menace you, ease off the throttle and deliver a swift kick to the thigh to fend them off.



NEXT TO LAST

With that, Hilts makes it to the final leg of his journey. One more blast through the rolling countryside and the Cooler King can cool his heels in a much more friendly locale.



MISSION 18: JUMP TO VICTORY

CHARACTER: Hiltz



This final mission features one of the most memorable motion-picture sequences in history: Hiltz's (a.k.a. Steve McQueen's) motorcycle jump to victory and freedom!



MISSION OBJECTIVES

- ESCAPE!



Escape!



First up you come to a barrier with an enemy sitting nearby. Blow by him and continue up the road.

In the distance you spy a barricaded archway. Twist the handlebars and head off to the road neatly hidden to the right.



Shortly after passing the barrier, watch out for the oncoming car. That would end your escape in a hurry!



Very rapidly you come upon two boulders flanking a log. Gun it, hit the log, and introduce the enemies to the fine folks at Michelin.

Just past the car, make a hard right and head south down the road.



Barrel underneath a downed tree and tumble down a short slope.

Head to the right of the running enemy soldier, and roll your bike up and around the lip to continue to the left.



Avoid the copious mines by hugging the wall to the left, picking your way along carefully. Your pursuers blow themselves up along the way.



Follow the road west, minding the bullets and assorted soldiers, and head into a narrow crevice.



The next hard right signals the end to the minefield, so open that throttle once more and make a break for it.



You pass a series of hay bales in someone's pasture. Keep heading west toward the gap in the stone wall.

An incoming fighter plane bombs a truck along the roadside. Just don't collide with the truck's husk.



As the fighter plane barrels overhead, make for the next gap in the stone wall to the left, flanked by an enemy soldier on a motorbike.



Around the bend you have to contend with a makeshift blockade. Thread the truck and the bales of hay and ignore the incoming machine-gun fire as best you can.

Make a hard left through that gap, watching out for the two bikers coming up hard and fast. Kick if need be to keep them off your back.



Racing along to the north, turn the bike west as the road opens up. Before long you spot a tank in the distance that lets loose with a thunderous clap (again, no worries unless you run into the tank).



Continue west to spy another stone wall ending in a sign noting the dangers of land mines that, unfortunately, lie just ahead.

Just past the tank, zip up the side of the hill, over and past the barrier placed squarely in your way.



THE GREAT ESCAPE™

PRIMA'S OFFICIAL STRATEGY GUIDE



Blowing down the road heading south, you're accosted by explosions. Keep your cool and run down the guard standing on the bridge for good measure.

Rocket along, looking for the depression in the grass pointing toward the fence.



As you enter a large, open meadow, make a beeline for the fence to the left, then gun it, paralleling the fence and racing over the berm directly in your path.



Launch yourself off the depression. Hilts is exactly one step away from breaking out!



This handy shortcut launches Hilts over a barrier of boulders and shakes some nasty pursuit in the process.



Race to the end of the enclosed area and, once more, bust a U-turn and start booking north.

Coming upon a small, white farmhouse, take a hard right and motor west.



Once more, point your bike toward the small depression in the grass and open the throttle all the way!



Barreling across the open field, you come upon a fence barricading the way. Bust a U-turn, and head back east.

THE GREATEST ESCAPE!



And with that, Hilts rockets to freedom! Congratulations, you've completed the Great Escape!

SECRETS!

Victory!

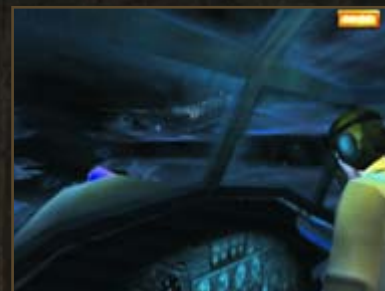
You have been part of the mass breakout of Stalag Luft III, which is estimated to have tied up the resources of a million German soldiers, Gestapo agents, police, workers, and citizens.

This interruption to the Axis war infrastructure came at a critical time. With the Russians closing in on the Reich, Allied forces advancing through Italy, and preparations for D-Day already well underway, this was a disruption that the German command could ill-afford.

It has justifiably been written down in history as the Great Escape.



Note the timer on the screen.



Just when you thought you'd seen it all, there's more! After clearing the game once, you unearth The Greatest Escape mode! Here you find a Time Attack mode with a very limited amount of time to complete each mission. These missions aren't for the faint of heart—only the hardcore need apply.

LEVEL SELECT



Clearing the game also grants you access to a Level Select mode so that you can skip to any of the game's stages to relive your greatest moments.



THE GREATEST ESCAPE



Welcome to The Greatest Escape!

CHEATS

When it's all said and done, an Allied POW needs all the help he can get, whether it's from his fellow inmates or a handy set of cheat codes that allow for skipping levels and unlocking a torrent of ammunition.

That's where the following codes come in very handy when you need that one last push to get through a level. And remember: Cheaters prosper!

PlayStation 2 Cheats

To unlock The Greatest Escape and Level Select (enter at Main Menu):

■, [L2], ■, [R2], ●, [R1], ●, [L1], [L2], [R2], ●, ■

To watch all the FMV and Movies (enter at Main Menu):

[L2], [L1], ■, ●, ●, [R2], [R1], ■, ■, ●, [L1], [R1]

To have unlimited ammunition (enter at Pause Menu):

■, ●, [L2], [R1], [R2], [L1], ●, ■, [L1], [R1], [L1], [R1]

Xbox Cheats

To unlock The Greatest Escape and Level Select (enter at Main Menu):

Y, (R), Y, X, Y, (R), X, (L), X, X, X, Y

To watch all the FMV and Movies (enter at Main Menu):

(L), (L), Y, X, X, (R), (R), Y, Y, X, (L), (R)

To have unlimited ammunition (enter at Pause Menu):

X, Y, (L), (R), (L), (R), X, Y, (L), X, X, (R)

PC Cheats

To unlock The Greatest Escape and Level Select (enter at Main Menu while holding left SHIFT):

CAUGHTAGAIN

C A U G H T A G A I N

To watch all the FMV and Movies (enter at Main Menu while holding left SHIFT):

WH1337BIKE

W H 1 3 3 7 B I K E

To have unlimited ammunition (enter at Pause Menu while holding left SHIFT):

MAKETEANOTWAR

M A K E T E A N O T W A R