



OFFICE OF STRATEGIC SERVICES (OSS)
WASHINGTON, D.C.

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Operation Greenup

COPY NO. 14

DATE: 26 FEBRUARY 1945

PROJECT: INFILTRATION & SABOTAGE - TYROL REGION

CLASSIFICATION: EYES ONLY / NOFORN



OPER. GREENUP / WWII / OSS FILE 482

THIS ADVENTURE IS INSPIRED BY A REAL MILITARY OPERATION DURING
THE SECOND WORLD WAR

Two characters. Two perspectives. A single shared map to unravel.

Combine their different skills and knowledge in order to solve
individual and coordinated puzzles across more than 60
locations.

Switching between them, intertwine their paths, and uncover
every detail of the tale in a unique interactive fiction game.

Operation Greenup



FEBRUARY 1945

The Third Reich is crumbling in the face of the unstoppable advance of the Allies from the west and Soviet troops from the east.

However, the situation in the Alps is different. the Nazi command intends to hold out until the very end in the so-called 'Alpenfestung' (Alpine Fortress), a supposedly impregnable stronghold in the Tyrolean mountains, where Hitler is planning a final, desperate defence.

The US Army's Office of Strategic Services (OSS) recruits three men:

- » **Fred Mayer**: Commander of the unit, renowned for his espionage and infiltration skills.
- » **Franz Weber**: A local guide with in-depth knowledge of the Wehrmacht and a native of Oberperfuss.
- » **Hans Wijmberg**: Head of communications, a specialist in radio and encryption.

MAIN MISSION

- » To parachute into the area, infiltrate the village of Oberperfuss and uncover the truth about the so-called 'Alpine Redoubt'.

ANNEX G: RECONNAISSANCE & DEPLOYMENT - TYROL REGION

DATE: 26 FEB 1945

COPY NO. 14

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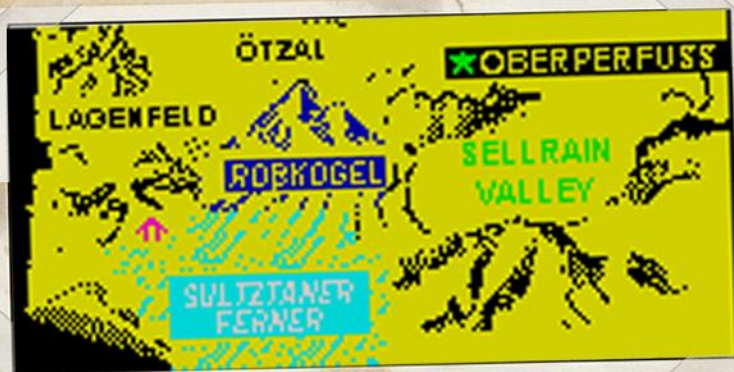
COPY NO. 14



TEAM C1 - FIELD OPS



B24-LIBERATOR



- LANDING SITE: SULZTALER FERNER GLACIER
- REGROUPING AND EQUIPMENT COLLECTION
- ROUTE TO THE AMBERGER HÜTTE, THEN TO LAGENFELD, ÖTZAL AND FINALLY, OBERPERFUSS.

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BIOGRAPHIES

FRANZ WEBER

- » A German born in Oberperfuss (in the Innsbruck region) and an expert on the Tyrol. Lieutenant in the Gebirgsjäger (mountain troops). In 1943, he deserted from the Wehrmacht.
- » Personality: Prudent, observant and discreet.



HANS WIJNBERG

- » A Jew of Dutch origin, he was sent to the US in 1939 following the invasion of the Netherlands. Shortly afterwards, his family was deported to concentration camps. In 1943, he joined the OSS as a radio operator. Private First Class.
- » Personality: Reserved, methodical and affable in manner.



FRED MAYER

- » A German Jew, he emigrated to the US in 1938 following the rise of Nazism. He enlisted in the army and later joined the OSS (the forerunner of the CIA). He rose to the rank of Sergeant.
- » Personality: Astute and persuasive, with an calm and controlled coolness.



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OPERATIONS MANUAL

INVENTORY

You can control the two main characters: **MAYER** and **WEBER**. The game includes a GRAPHICAL INVENTORY which shows the items each character is carrying; they can carry a maximum of 6 items.



Switching characters: Press CHANGE or C to play as **WEBER** (item panel in GREEN) or **MAYER** (item panel in CYAN). (Note: This command will be disabled in scenes with a heavy narrative focus).

EXITS INDICATOR

Available exits will automatically light up on the graphical panel. You can also continue to use the standard commands I/INVENTORY and EXITS.



OPERATIONS MANUAL

COLOUR CODES

The interface and text will change depending on whether you are playing with the **MAYER** (CYAN) or **WEBER** (GREEN) colour scheme. Hans is an NPC and his colour is **MAGENTA**. Time-sensitive events, tips or important notices will appear in **YELLOW**.

COOPERATION AND SKILLS

Due to their differences in personality, knowledge and skills, each protagonist will be able to:

- » Form different impressions when examining the same item.
- » Perform unique actions that are beyond the other's capabilities.
- » Solve specific puzzles or work together as a team to overcome an obstacle.

GAME STRUCTURE

Explore the environment, talk to other characters and solve challenges to advance the story. The adventure consists of 5 chapters and an epilogue, spread across 3 separate downloads.

To access parts 2 and 3, you'll need the passwords you'll obtain upon completing the previous stage. Furthermore, the main menu features a system of secret codes that will be revealed as you play, allowing you to resume the story at specific chapters or key points.

PART I

- » Chapter I: Begins on a plane, moments before the parachute jump. After landing, the objective is to regroup with the commando unit and reach the destination before dawn.
- » Chapter II: Takes place inside a military base.

OPERATIONS MANUAL

PART II

- » Chapter III: Set in the Tyrolean town of Oberperfuss. **Mayer** and **Weber** start out separated and must make do with the means available to them to communicate until they are reunited. The main mission focuses on espionage, sabotage and gathering intelligence.

PART III

- » Chapter IV: Takes place in the castle. The priority is to gather incriminating evidence and escape with your life.
- » Chapter V: The final resolution of the plot, followed by a brief epilogue.

Interaction takes place via commands: VERB+NOUN, for example:

>EXAMINE FLOOR
>OPEN THE FOOD
>LIGHT THE LIGHTER

Sometimes you will need to use slightly more elaborate structures, such as:

>PUT LOG IN THE FIREPLACE

A number of synonyms have been used for all key actions so that you do not have to enter the exact command, for example:

>INSERT LOG IN THE FIREPLACE

The most useful and important command is EXAMINE (EX/X), as it allows you to describe any object or character in detail. LOOK refreshes the graphic and description of each location. We can use commands related to the character's movement: EXITS (complementing the graphical menu), N, S, E, W, ENTER, EXIT, UP, DOWN, etc. Other general commands include HELP, USE, PUSH, PULL, TALK, TURN ON, TURN OFF, etc. For example, to speak to Hans, you can type:

>SPEAK TO HANS

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There is also a set of commands associated with handling objects: I (INVENTORY) to see what you are carrying (complementing the graphical menu), TAKE, DROP, PLACE, REMOVE, GIVE, etc. For example, if you're playing as WEBER and want to give an object to MAYER, you can type:

>GIVE AXE TO MAYER

In addition, you can use other verbs that can be deduced from the clues provided by the game; for example: if you see a rope and you have a pocket knife, you could type CUT ROPE. If there is something you can drink, such as water, you could type DRINK WATER; or if it makes sense to put one object inside another, you could type STICK A INTO B or USE A ON B (depending on the specific situation you find yourself in).

Other very useful commands are SAVE, LOAD, RAMSAVE and RAMLOAD for saving to tape (physical or virtual) and to memory. If you want to end the game, you can type END.

The aim is for the verbs and nouns to be used to be easily deduced from the story and the clues provided by the descriptions and characters.

TIPS

- Examine everything in the room; the clues are always in the text.
- Draw a map; note down the clues and objects for each location; if you're systematic, you won't miss a thing.
- Talk to all the characters; sometimes they react when you do something or give them something. In turn, they may give you clues and/or new items.
- Be patient and piece the clues together; there's a logical reason behind every action you need to take.
- YOU CAN'T DIE in the game, so don't be afraid to try out whatever comes to mind.

OPERATIONS MANUAL

LOADING INSTRUCTIONS

This game is a text adventure for the ZX Spectrum 128K/+2/+2A/+3 (tape). The game has been tested on real Spectrums and on various emulators: Zesarux, RetroVirtualMachine and ZXSpin.

CREDITS

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ACKNOWLEDGEMENTS: To my testers for their patience and for giving me the most important thing of all: their time. Not forgetting UTO (@uto_dev) for the technical support he's provided whenever I've needed it. And, of course, to my greatest source of support: my family.

SOFTWARE USED

It was programmed using the DAAD Ready B System created by Uto, which is in turn based on DAAD by Tim Gilberts, Graeme Yeandle & Huw-Hamer Powell. For the graphics, Gemini was used to create the sketches, whilst Dithertron, Photoshop and Claus Jahn's ZX Paintbrush were used to import and edit them. Thanks to all of them!

