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Escape from Colditz maps

Maps for Escape from Colditz

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The maps are free for distribution

Please be in touch if you spot an error or have a friendly suggestion.

Notations:

Door states










Blue square: Open door

Green square: Locked door (low security)

Yellow square: Locked door (level 1 security)

Red square: Locked door (level 2 security)

Items

	: Lockpick	Used to open low security doors
	: Level 1 key	Used to open level 1 security doors
	: Level 2 key	Used to open level 2 security doors
	: Shovel	Used to dig up <u>from</u> tunnels, only works on spots where a light can be seen from above. You lose one shovel from your inventory after use.
	: Pass	If a guard catches you <u>while wearing a uniform</u> you will not be thrown in solitary <u>if</u> you have a pass. Remember the guard will remove one pass from your inventory each time caught.
	: Rock	Not sure what's its for, well it's a rock, it's not supposed to do anything, but it is a specific item in the game and I suppose it's used to distract the guards but I have never really seen it work. Let me know if you find out or know what's it for.
	: Saw	Used to open tunnel entrance under wooden floors
	: Pickaxe	Used to open tunnel entrance under grass or cobbled pavements. I have never used it but it makes heck of a sense. Let me know if im wrong.
	: Uniform	Used to disguise yourself as one of the guards. Unfortunately the guards aren't fooled so easily, they will hunt you down just as quickly as if you were naked. What the uniform does however is enable you to hand over one of your passes to a guard when he catches you, you'll lose that pass but you can proceed without being thrown in solitary, although not very far, the guards will start chasing you very quickly if you don't get out of their sight.



: Papers

When you reach the exit at last you must have one of these or else you'll be captured at the borders and transferred back to Colditz excellent solitary chambers.



: Candle

Must have one of these to be able to enter the tunnels. Note however that you lose one candle with each use.



: Rifle

I don't have a clue. Shooting is my best guess but I have yet to figure out how to do that, would be nice to pop a few guards. Let me know if you find out it's purpose.

Map Icons



: Staircase (up)



: Staircase (down)



: Staircase (up/down)



: Tunnel entrance/exit

Remember crawling inside tunnels wears you down quite a bit.



: British bed chamber

Your men can only sleep in a bed in their chambers



: French bed chamber



: American bed chamber



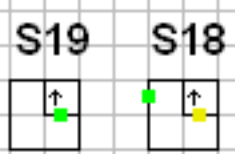
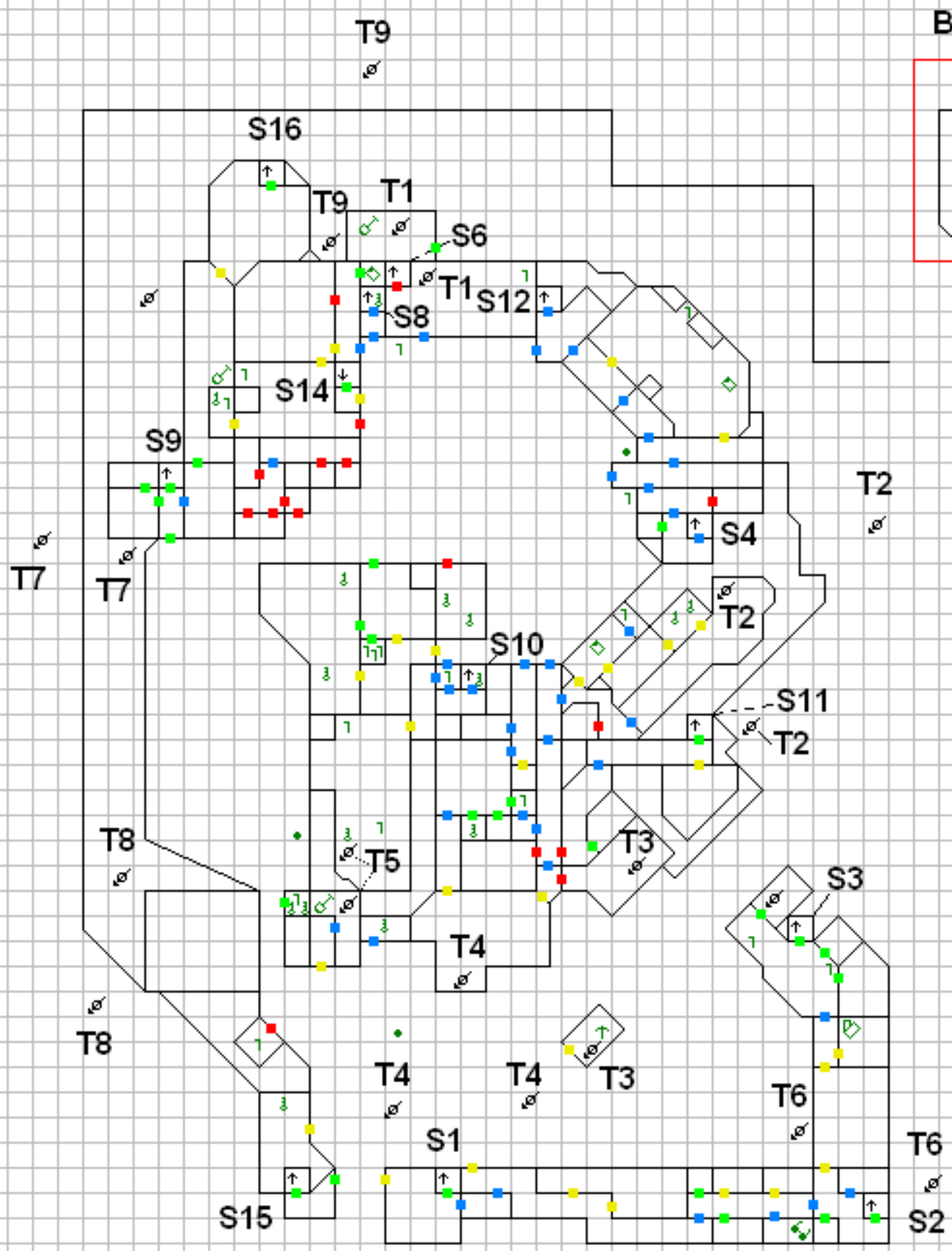
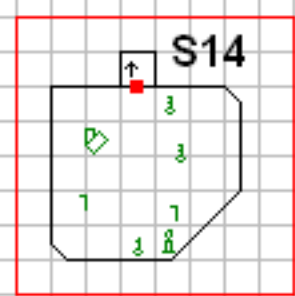
: Polish bed chamber

Notes

- I don't know why but some doors like the one on the hallway south of the british sleeping chamber has double locks i.e level 1 lock on the north side and low security lock on the south side.
- Some doors that used to be locked will be re-locked after some time, probably by a guard.
- Some locks, fortunately very few change lock on certain times like the one on the door just to the north of the british bed chamber, it changed around early outside-access time.
- Stairs are marked with 'S' and a number f.ex "S12" to help you find out where you are as you travel around the castle.
- Tunnels are marked with 'T' and a number f.ex "T4" to show you where each tunnel leads. It is often very obvious as each tunnel is pretty short. Note however that some tunnels have more than two openings.

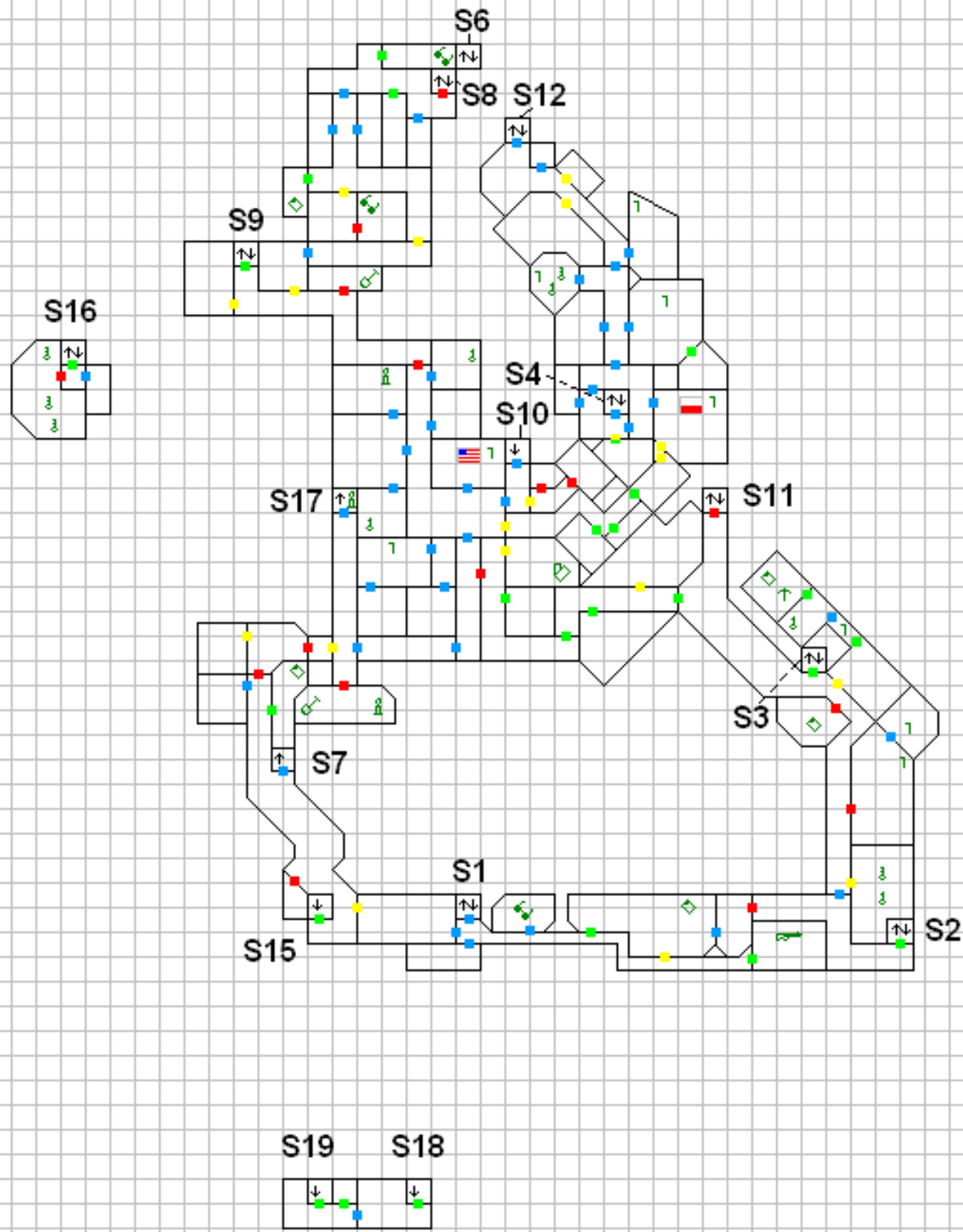
Level 1

Basement

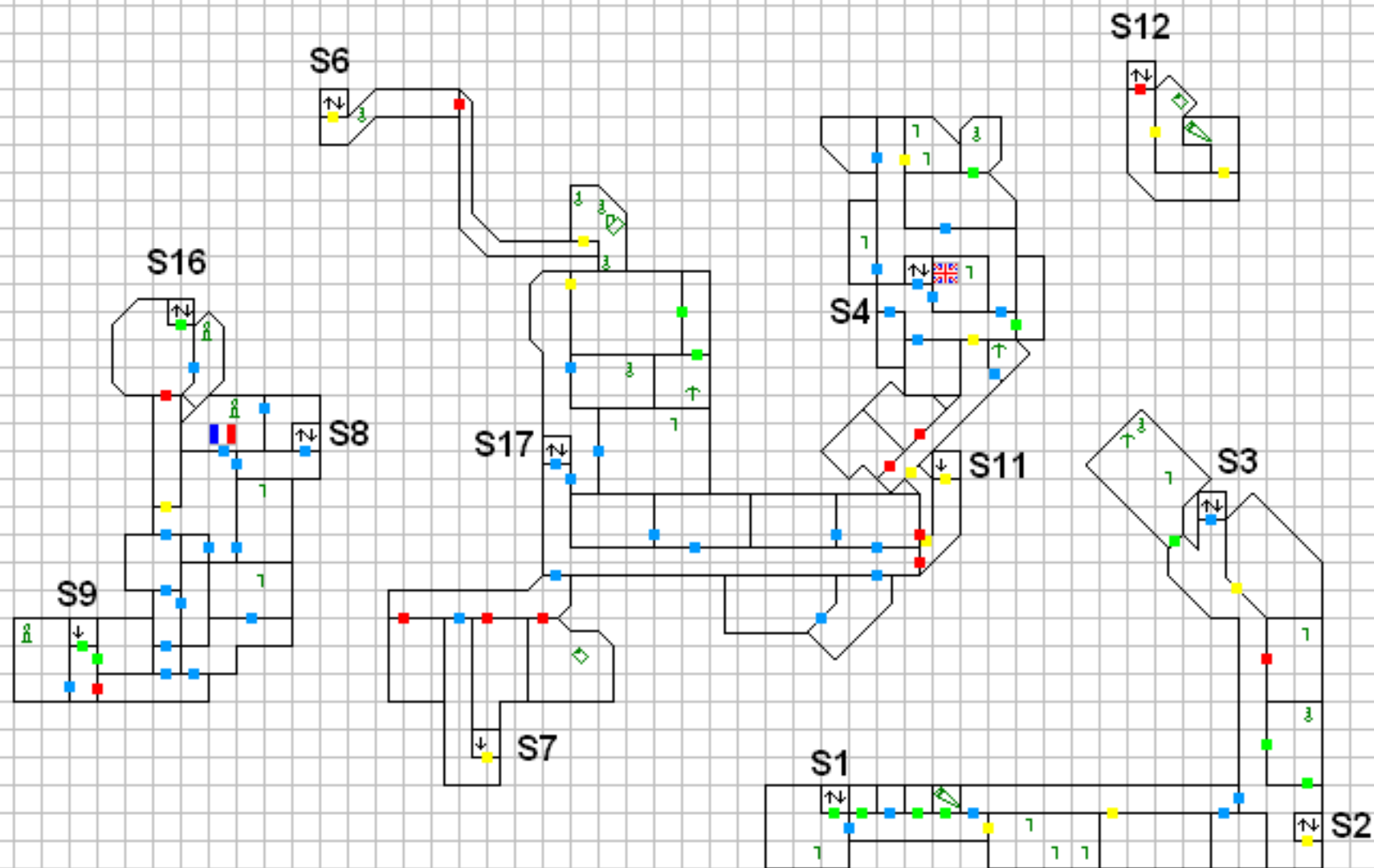


EXIT

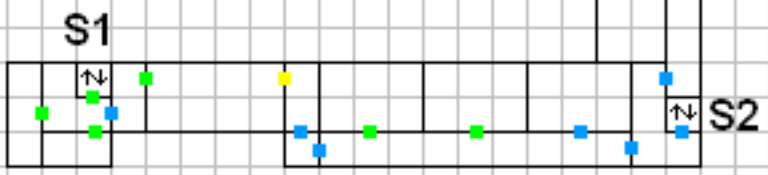
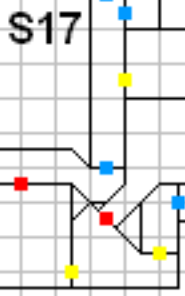
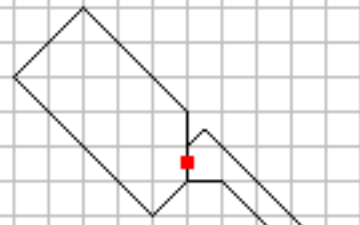
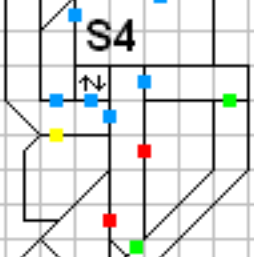
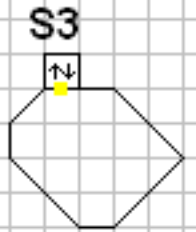
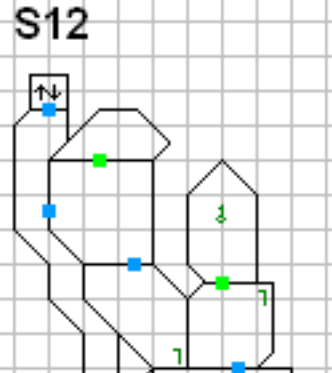
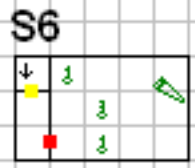
Level 2



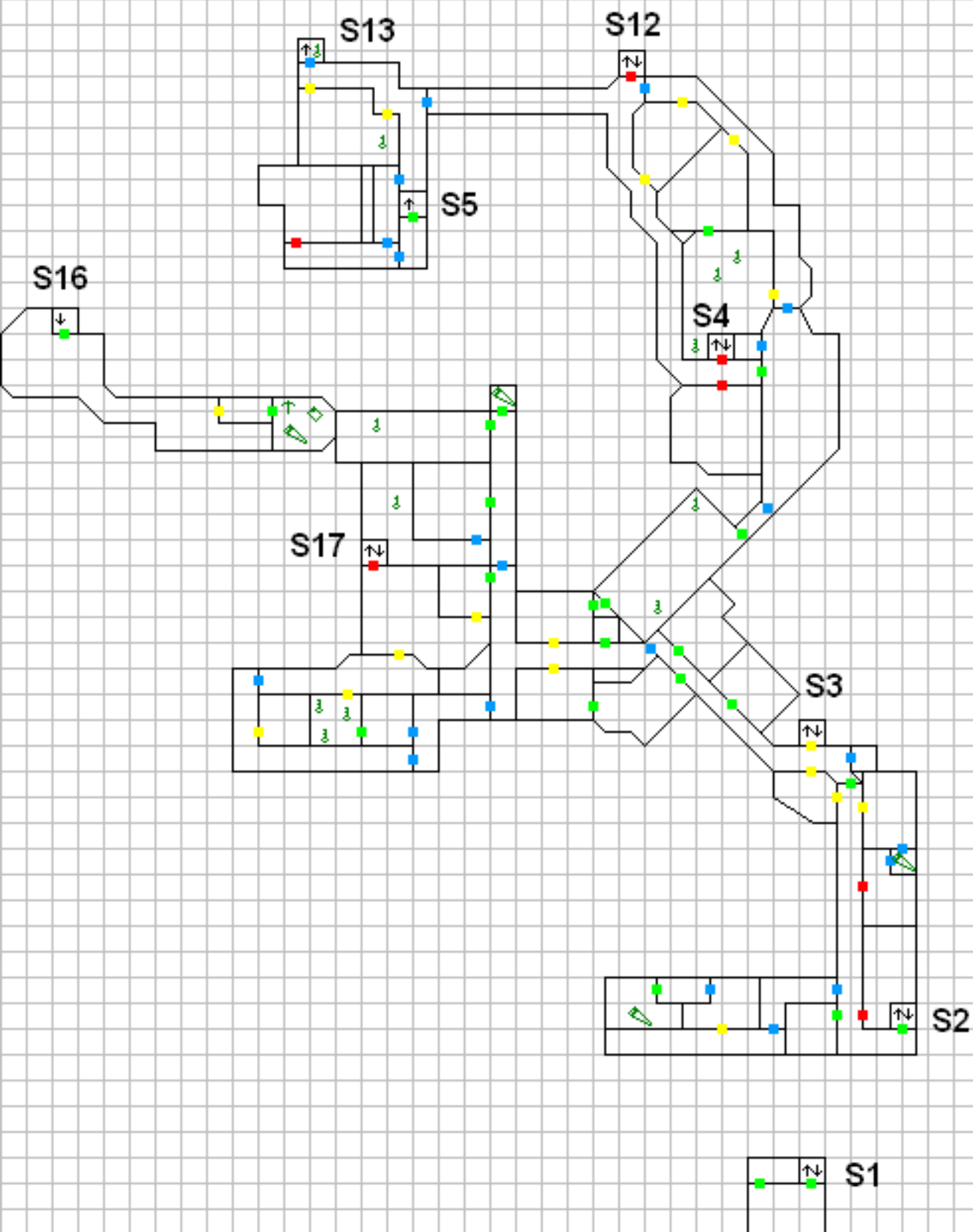
Level 3



Level 4

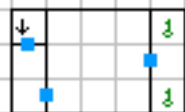


Level 5



Level 6

S13

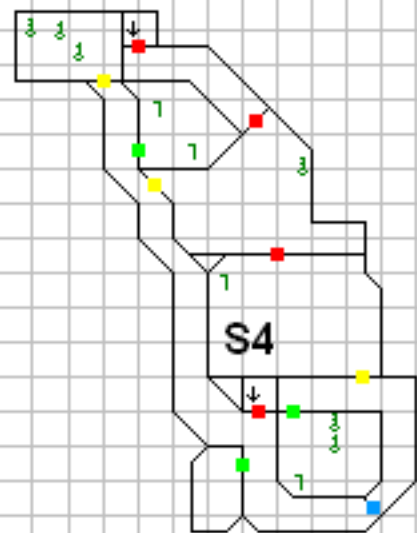


S5



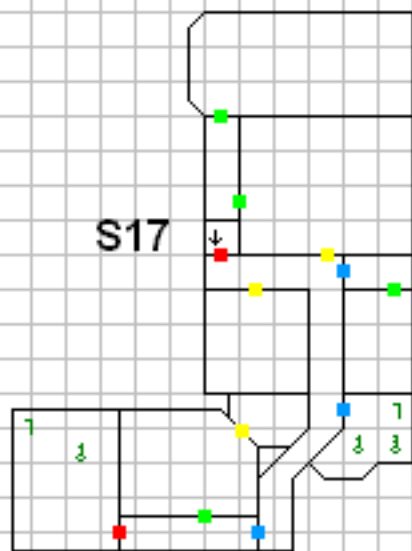
S1

S12

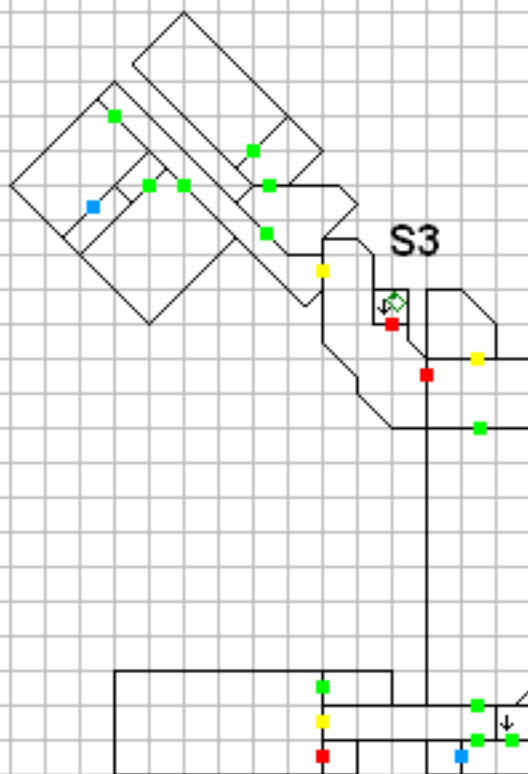


S4

S17



S3



S2

