

Codename: Freedom

Demo manual · Warsaw 1942

Silly Venture 2026 WE · Game Compo Atari ST/STE · idea and voice: Grzegorz Gałęzowski

Eyes only

Warsaw, autumn 1942. Round-ups in the streets, checkpoints on the corners, and the reports of the underground state hidden in bags and coat linings. You lead a small cover team with one task: **the courier Irena must carry a report across the street.**

A turn-based game in the spirit of *Laser Squad* and *UFO*, built around **civilian cover**. Until your people draw a gun they are ordinary passers-by with an ID card. The first shot blows the cover, raises the alarm and brings reinforcements.

> **A good operation is one where the report got through and your people came back.** The game does not count dead enemies. It counts losses, time, the alarm and dead civilians.



September 1939: the first intro scene.

Getting started

Hard disk (recommended)

Copy the folder **HD/KRYPTWOL** and run **GRA.PRG**. Atari STE with 2 MB or more: full DMA sound, music, smooth scrolling.

Floppies

Disk 1 is the intro (STE): newspaper, radio from London and narrator. Then insert **disk 2**, the game (autostart). While loading it asks for **disk 3** (characters, map, effects) and then for disk 2 again. With a second drive put disk 3 in B: and no swap is needed. On floppy the effects use the YM chip.

Plain ST, 1 MB

Runs without DMA sound and smooth scrolling.

Attract mode

If nobody touches the mouse for a minute on the language screen or in the menu, the game plays the whole operation by itself, with captions, from the intro to the history card. Move the mouse, click or press a key to return to the menu.

Keys

left button	select, walk, act
right button	cancel; otherwise turn to face the cursor
M	tactical scanner
F / click a soldier	fire mode: crosshair on the enemy; Tab: next target; click: fire
K	character card (or click the portrait)
arrows	cursor without a mouse (scrolls the map at the edge)
Space / Enter	left button
Backspace	right button
Tab / E	NEXT (moves the view) / end turn
1-5	menu choices
Esc or MENU	twice: back to the menu

Before the mission

Campaign map

Real operations of the Polish underground from the full game, from Bezdany (1908) to Kielce (1945). The playable prologue is in Warsaw. Click the markers to read about the others.

Briefing and file

Typewritten orders and a map with checkpoints and the courier's route. Checkpoints are placed a little differently every game.

Choosing the team

Irena always goes. Pick three of five for cover, each with a trait. The quartermaster has **18,000 zł**: a black-market pistol costs 3,000, an airdropped Sten 6,000, a genuine ID card 2,500. Better papers pass checks more often. Weapons give firepower, but a search will find them.



Campaign map: places of the full game.



Choosing the team and the quartermaster's fund.

The street

Deployment

Before the first turn you place your people on the start squares, as in *UFO*. During the first turn a bar at the top of the screen guides you step by step.

Action points (AP)

Every step and action costs AP. **White** squares leave enough for a shot, **orange** ones are movement only. Your people have a white-and-red marker and a flag. Soldiers have a red outline and a red marker. Passers-by have no marker.

Command panel

As in *Laser Squad*: **NEXT** (Tab) selects the next person with AP and moves the view there, **CARD** (K) shows their details. Under the cursor the bar tells how many AP remain after moving to that square and whether it is cover.

Sight and who fires first

As in *Laser Squad* everyone faces one way (a tick at the feet) and sees only ahead, in a 90° cone; within 2 squares they see and hear everything. Turning costs 1 AP per 45° (right button). You can sneak up behind a soldier: a knockout from behind is much easier. The one with more AP fires first: a target that sees the shooter and has more AP returns fire before the shot. Anyone who kept half their AP also fires at an enemy entering their view. **W:** on the panel counts the enemies the selected person can see.

Weapons

The Vis pistol holds 8 rounds, the Sten 32 and can fire a burst (3 rounds, 8 AP). An exposed person reloads with **LOAD** (4 AP). Soldiers kneel to fire from afar and turn towards noise.

Checks

A patrol stops a passer-by standing next to it. The chance to pass depends on the papers, and a search can find a gun or the report. Point at a soldier to see where he is looking.

Actions

Snap / aimed	The first click enters aiming with a line of fire and hit chance, the next switches the shot type.
Kneel	More accurate, slower.
Throw a stone	Noise lures a patrol without an alarm.
Knock out	Click a soldier next to you: silent, no shot. He will wake up, and a body found raises the alarm.
Pick up	A defeated soldier's gun (character card). A rifle is seen from afar.
Bandage	A wound costs 2 AP. A bandage restores health and AP.
Hand over	Irena can pass the report to someone next to her.

Opportunity fire: end a turn with half your AP to shoot an enemy who shows himself. **Morale:** a comrade's death or a wound can shake someone, leaving them half AP next turn. Wilk, the team leader, steadies people near him.



A knocked-out soldier lies on the cobbles, his gun beside him.

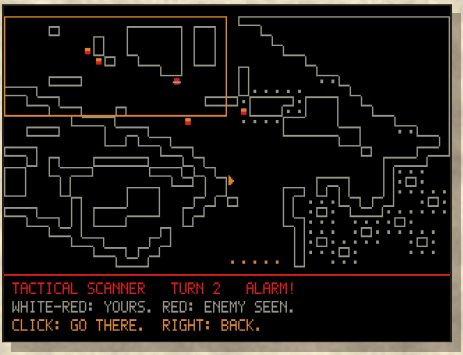
Alarm and the street

After an alarm, patrols converge and hunt exposed fighters, and a truck brings reinforcements. The tram runs on its rails and will not move while someone stands on them.

Passers-by can be killed by stray bullets. A civilian killed by our side lowers the mission rating. After an alarm the street empties.

The report is an item. If its carrier falls, it lies in the street. If a soldier reaches it first, the operation is lost.

The tactical scanner (M) shows the whole street: your people, enemies, the report and guns on the ground. Click to move the view there.



Tactical scanner.



Character card: equipment, wounds, terrain.

After the mission

A card with real history follows: couriers, ID cards and the underground press. The briefing file also has a **History** page about Warsaw in 1942. Credits with Chopin's music close the game.

The full game

Real underground operations in historical order, each comparing the player's result with history. Between them the unit carries out everyday underground tasks that feed its **safe house**: the fund, the store, an underground workshop, forged papers and people whose wounds heal between missions.



The safe house: a preview of the full game.



The history card after the mission.

Credits

Idea, scenario, educational goal and narrator's voice: Grzegorz Gałęzowski.

AI tools: code and texts were made with Claude Code and graphics with Codex, directed by the author. Without a programmer or an artist, one person could not tell this story on 16-bit computers.

Music: F. Chopin, Nocturne in C-sharp minor B.49, played by Frank Levy (Musopen, public domain). **Effects:** CC0 recordings from Freesound.org. **Fonts:** Courier Prime (SIL OFL), Special Elite (Apache 2.0).

The demo mission and its characters are fictional. The game shows no Nazi or communist symbols.

> The game is a tribute to the people of the Polish Underground State, made for young players to meet, on real vintage hardware, a history missing from games.



“Hello, hello. This is London calling.”