URGENT: Use this map to infiltrate Outer Heaven.

You'll need specific cards to open each of eight special doors you encounter. After you've passed through each door, accumulate the ammo, equipment and clues you find. Use each wisely, and be careful, as you'll experience many obstacles throughout your mission.

Diagram of Symbols

The danger zones
- Heat panel
- Maze zone
- Shallow gutter
- Infrared sensor
- Poison gas zone
- Pitfall
- Mine field

The doors
- Open by card - Keep Gardner's smile
- Open by punch - Keep Still
- Open by Iron Glove - Keep unlocked door

The limited supplies
- Ammunition
- Mine
- Plastic explosive
- Laser

Miscellaneous
- Body armor
- Body amour
- Hand gun
- Uniform of enemy
- Body armour
- Iron Glove
- Iron Glove
- Blow
- Blow up
- Laser

The Prisoner
- With information
- Without information

Dr. Petrowitch
- Fire trooper
- Flashlight

Building 51F
- Elevator
- Pitfall
- Gutter
- Desert (need compass)

Outdoors 2
- Gutter (Shallow)
- Pitfall
- Checkpoint
- Mine field

Building 2F
- Pitfall
- Shot gunner
- Solitary cell
- Robbed weapon
- Uniform of enemy
- Body armour
- Hand gun
- Soldier

Jungle
- Binoculars
- Gas mask
- Submachine gun
- Truck for surrender

Building 1F
- Infiltration by truck
- Elevator
- Tank
- Checkpoint
- Mine field
- X 3
- Uniform of enemy
- Body Armour
- Hand Gun

Emoticons

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HOW TO DESTROY THE ENEMY.

A view of table Stannie is strength to attack. For example, a tank is destroyed by eleven mines. □ is the most suitable weapon for every enemy. Zero means that a weapon has no effect.

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<th>Grenade</th>
<th>Pickaxe</th>
<th>Axe</th>
<th>Bomb</th>
<th>Mines</th>
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