

Wolfenstein 3d™



Interplay

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Wolfenstein 3d™

Instruction Manual

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EPISODE ONE: ESCAPE FROM WOLFENSTEIN

The story so far...

You're William J. "B.J." Blazkowicz, the Allies' bad boy of espionage and a terminal action seeker.

Your mission was to infiltrate the Nazi fortress Castle Hollehammer and find the plans for Operation Eisenfaust (Iron Fist), the Nazis' blueprint for building the perfect army. Rumors are that deep within Castle Hollehammer the diabolical Dr. Schabbs has perfected a technique for building a fierce army from the bodies of the dead. It's so far removed from reality that it would seem silly if it wasn't so sick. But what if it was true?

You were never given the chance to find out! Captured in your attempt to grab the secret plans, you were taken to the Nazi prison, Castle Wolfenstein, for questioning and eventual execution. Now, for twelve long days, you've been imprisoned beneath the castle fortress. Just beyond your cell door sits a lone thick-necked Nazi guard. He assisted an SS Dentist/Mechanic in an attempt to jump start your tonsils earlier that morning.

You're at your breaking point! Quivering on the floor, you beg for medical assistance in return for information. His face hints a smug grin of victory as he reaches for his keys. He opens the door; the tumblers in the lock echo through the corridors, and the door squeaks open. HIS MISTAKE!

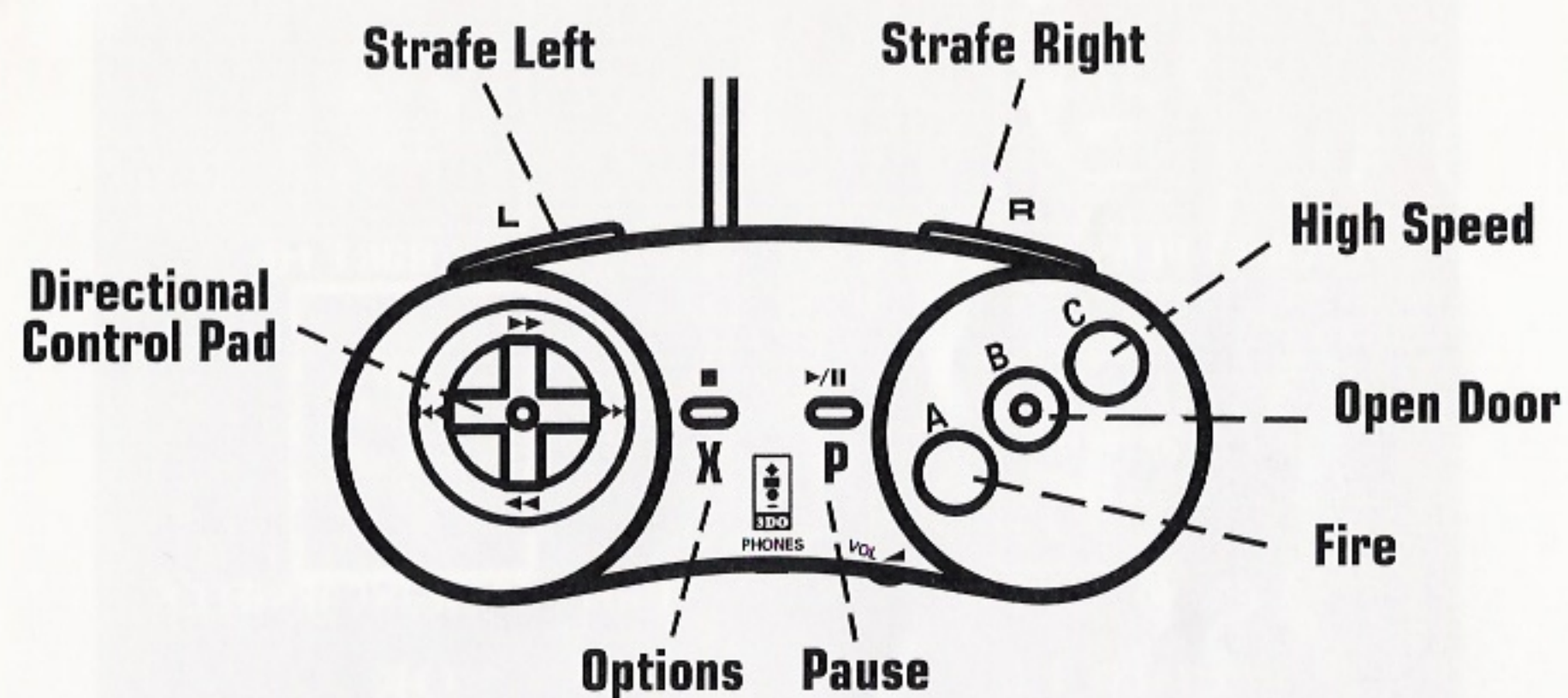
EPISODE ONE: ESCAPE FROM WOLFENSTEIN

A single kick to his knee sends him to the floor. Giving him your version of the victory sign, you grab his knife and quickly finish the job. You stand over the guard's fallen body, grabbing frantically for his gun. You're not sure if the other guards heard his muffled scream. Deep in the belly of a Nazi dungeon, you must escape. This desperate act has sealed your fate — get out or die trying.



GETTING STARTED

Turn on the 3DO system and insert the Wolfenstein CD. After the 3DO logo vanishes, several credit and logo screens will appear.

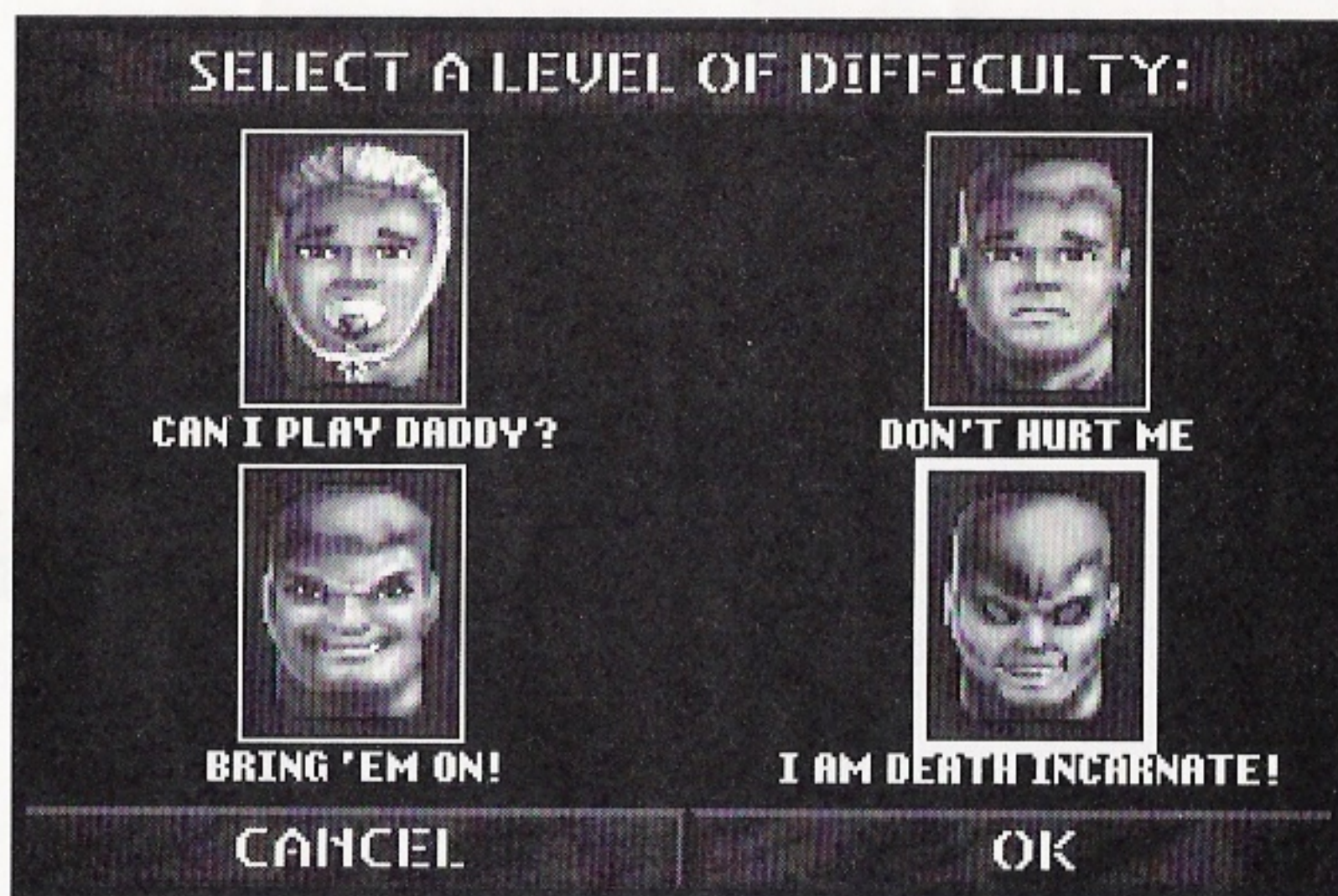


New Game

After the logo screens disappear, the episode selection screen will appear. Select the episode which you wish to play. It is recommended that you play the episodes in order.

GETTING STARTED

Next, you will need to choose a difficulty level to play. Each level differs in the skill of the enemies you'll face, as well as the amount of damage they can take.



Can I Play Daddy is appropriate for younger players or non-gamers.

Don't Hurt Me is designed for part-time gamers who are starting Wolfenstein 3D.

Bring 'Em On is designed for most game players.

I Am Death Incarnate is for those people who want a real challenge.

CONTROLLING THE ACTION

If you've selected New Game and Episode One, you are standing over a dead Nazi guard. The door to your prison cell is unlocked. You are carrying the recently-terminated guard's knife and pistol. Outside that door is a world of hurt waiting for you!

The following is a list of controls and commands for moving and fighting within Wolfenstein.

See Page 5 for a quick summary of commands.

Traveling

The key to playing Wolfenstein 3D is learning how to effectively maneuver through the Castle's passages. Once in the game, you'll need to move quickly in order to surprise or avoid guards.

- | | |
|-----------|--|
| Walking: | Use the up and down directions on the directional control pad to walk through the dungeon. |
| Running: | Hold down the "C" button along with a walking direction (see above) to run. |
| Turning: | Use the left and right directions on the directional control pad to turn. If you hold down the "C" button, you'll turn faster. |
| Strafing: | Hold down the "L" button to slide left, and the "R" button to slide right. |

CONTROLLING THE ACTION

Arming Yourself

Once you have more than one gun, you'll want to choose between firearms. You can cycle through the weapons you have by pressing the "B" and "C" buttons simultaneously.

The weapons will cycle in this order:

- 1 = Knife
- 2 = Pistol
- 3 = Machine Gun
- 4 = Chain Gun
- 5 = ? We'll let you discover these on your own.
- 6 = ?



CONTROLLING THE ACTION

You start the game with only a knife and a pistol. Pressing the "B" and "C" buttons will only cycle through the weapons that you currently have.

If you are out of ammo, you can only use the knife.

Killing the Enemy

To use your knife or fire your weapon, point it toward your adversary and press the "A" button.

If you are using a machine gun, chain gun, or other auto-firing weapon, you can hold down the "A" button for rapid fire.

The accuracy of a weapon diminishes with the range of the shot. You may want to aim to the left or right of an enemy if your bullets are not hitting. A healthy dose of your victim's splattering blood is a good indicator that you've hit.

KEEP MOVING! Your enemies can shoot you easier if you stand still.

Opening Doors

To open doors and elevators, move in front of the door and press the "B" button. It is not necessary to actually touch the door before opening it.

CONTROLLING THE ACTION

Some walls in the castle can be pushed back to reveal hidden rooms. To search for hidden rooms, move against a wall and press the "B" button.

Several of the doors in Castle Wolfenstein will require keys. These keys can be found somewhere on the same level as the locked door. Using a key requires no additional commands other than the "B" button to open a door.

Picking Up Stuff

Though the fighting is fierce, there's always time to grab a few trinkets or helpful items. To pick up an item, simply walk over it. You're smart and will know if you need to keep it.

For example, if you are carrying the maximum ammunition of 99 bullets, you won't pick up more ammunition by walking over it.

A backpack will increase your carrying capacity...

Viewing the Auto-Map

Press the "A" and "C" buttons together to view a little map of the level you are on. The map will only show areas of the current level that you have investigated. Use the control pad to scroll around on the map, and press any button to go back to the game.

CONTROLLING THE ACTION

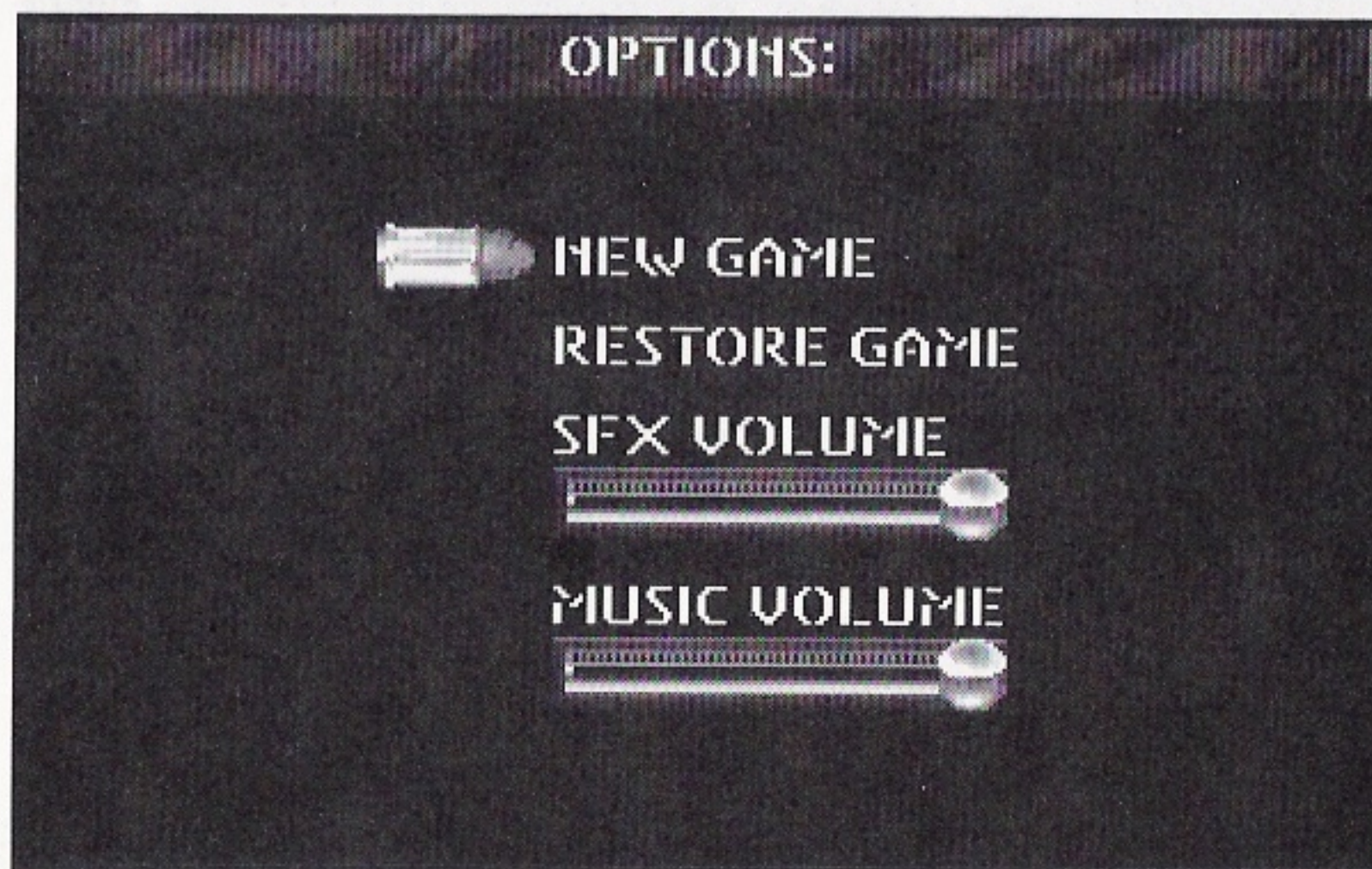
Getting to the Next Level

Each level contains an elevator. Once you find an elevator, press the "B" button to open the door. Then walk into the elevator and press the "B" button again to move to the next level.



OPTIONS

- New game: Quits current game and returns you to the episode selection screen.
- Restore game: Allows you to restore a previously saved game.
- SFX Volume: Allows you to alter the sound volume for the game's sound effects.
- Music Volume: Allows you to change the volume for the game's music.

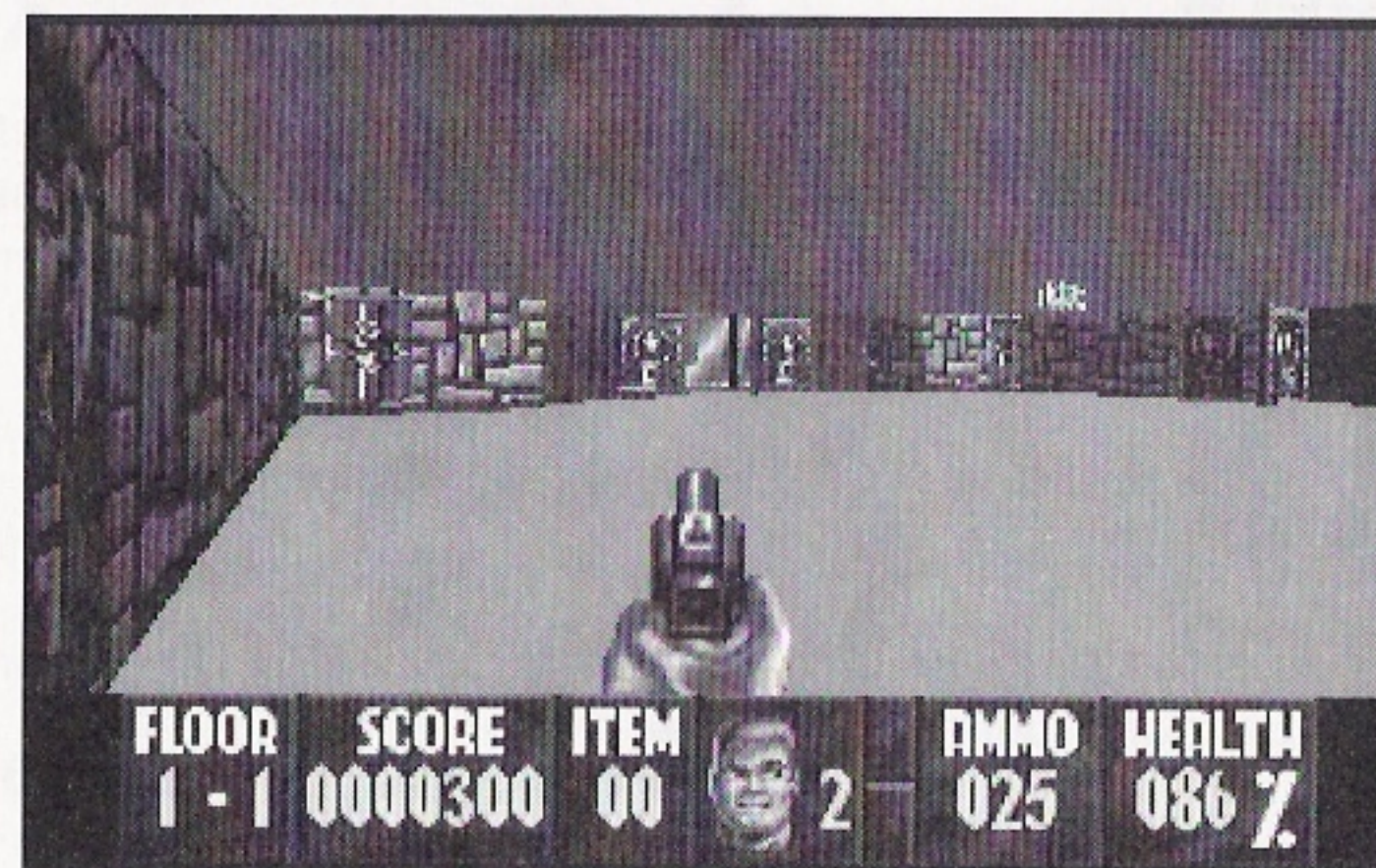


OPTIONS

Save Game

At the end of every level you will have the option of saving your game in progress. If you do choose to save your game, you will be able to enter a word to describe the game you are saving. To restore a saved game you need to go to the options screen in the game by pressing the 'X' button.

Note: you can only save as many games as your 3DO has memory.



YOUR CURRENT STATUS

At the bottom of the play screen is a status bar which provides information important to the play of Wolfenstein 3D™.

FLOOR	SCORE	ITEM	AMMO	HEALTH
1 - 1	0000000	00  2	021	100%

Floor

Displays the floor you are currently on.

Score

You can gain points by killing and by Ratio Bonuses at the end of a level. Every 40,000 points provides an extra life. Collecting 50 treasures will also earn you a bonus life. So collect those treasures!

Item

Lists the number of treasures you have picked up on this floor. Collect 50 to receive an extra life.

Lives

The number next to your head is the number of lives you have left. You start each episode with three

YOUR CURRENT STATUS

lives. If you die, you'll restart the current floor with only a pistol and eight shots unless you play on the "Can I Play Daddy" level.

Health

When you start Wolfenstein 3D, your Health is 100%. Each time you are hit, your Health will be reduced. Health is indicated not only in percentages, but also in a visual representation of your face, located in the middle of the status bar. You'll begin to look increasingly unhealthy the more damage you take. If your Health is dropping, grab some food or first aid.

Ammo

Your amount of ammunition is indicated on the status bar. You can carry a total of 99 bullets. Be sure to pick up the ammo left behind when you kill someone. Run out of ammo and you'll be stuck using your knife.

A backpack will increase your carrying capacity.

Getting Rewarded

When you go to a new level, a Bonus Screen will tally your performance. Hidden rooms located, ratio of kills, and percentage of treasure found will be calculated. Each 100% ratio provides 10,000 extra points.

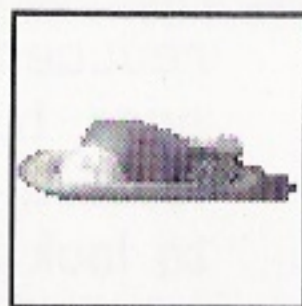
ITEMS YOU CAN PICK UP

Wolfenstein 3D is packed with items that you'll want and need. These items fall within four categories: Healing, Killing, Treasure, and Special Items.

Healing

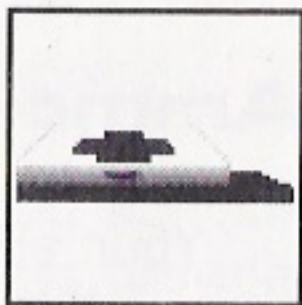
Dinners = 10% Health

You've always had bad table manners. After clearing your Nazi hosts from the dinner table, you should pick up some food-to-go!



First Aid = 25% Health

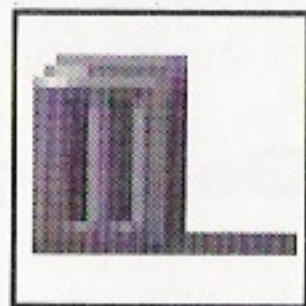
The Nazis have been intercepting Red Cross packages and storing them throughout their strongholds.



Killing

Ammo = 5 bullets

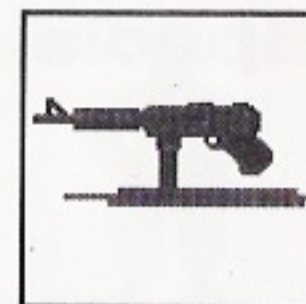
These guards are armed to the teeth. Gracious even in death, they'll leave their ammo for the taking! Pick up unused ammo for 5 bullets.



ITEMS YOU CAN PICK UP

Machine Gun

This machine gun is the primary armament of the SS guards. It's an efficient and powerful weapon that is useful for attacking multiple enemies.



Chaingun

The Chaingun uses the gatling gun principle of rotating barrels. It's a destructive killing machine that will clear the room. However, it has a healthy appetite for ammunition.



Other Weapons

There are several other weapons you may find in your travels. We don't wish to give away all the surprises!



Treasure

Hitler has a twisted desire for treasure and religious artifacts. His ill-gotten booty is stored within the walls of his impenetrable fortresses. Collect 50 treasures to receive an extra life.

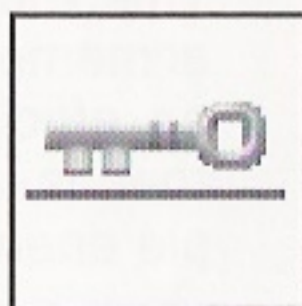


ITEMS YOU CAN PICK UP

Special Items

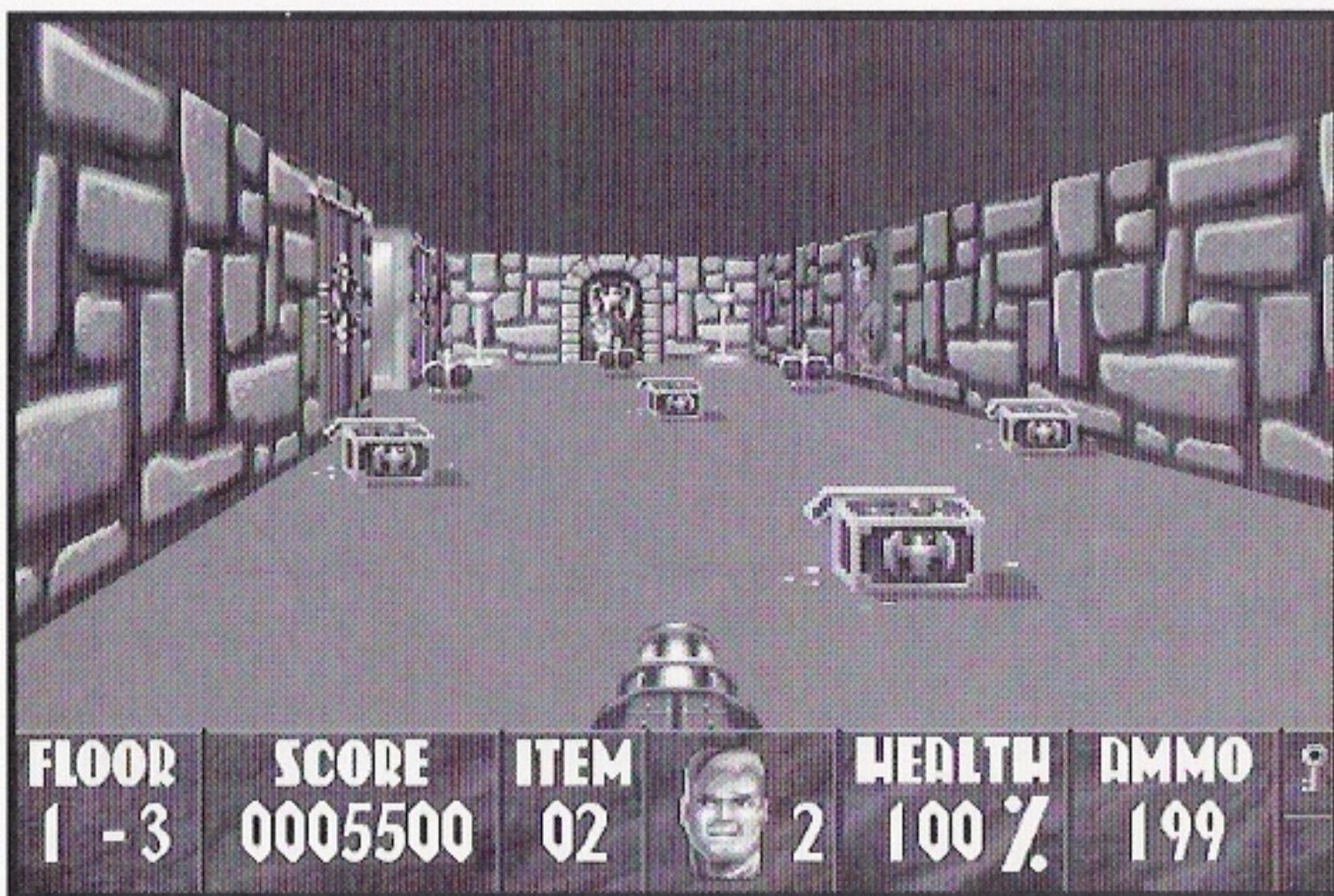
Keys

Some of the upper levels are well-secured with locked doors and elevators. You'll need to search the level for keys into these areas.



One-Ups = Full Health, and 1 Life

Hidden within secret rooms of the fortresses are items that give you that extra urge to keep fighting!



THE DENIZENS OF WOLFENSTEIN

Guards

The bullies in brown go down easy, but there's a lot of 'em.



SS

Members of the Schutzstaffel, they wear blue uniforms, bullet-proof vests, and sadistic grins.



Killer Dogs

These German shepherds go right for your throat.



Mutants

Hideous human experiments of the evil Dr. Schabbs, these three-armed beasties are killing machines.



Dr. Schabbs

He is nuts and prefers killing to all other activities. Watch out for flying syringes or you'll be a mutant, too!



THE DENIZENS OF WOLFENSTEIN

Officers

These quick, smart soldiers wear white and see red.



Adolf Hitler

The essence of evil, he's got a few surprises for you.



HINTS AND STRATEGIES

If you are going to survive Wolfenstein 3D, you'll need more than a trigger finger. Here are some tips to help you escape the Castle!

Don't Rush Into The Room!

If there is only one entrance, let the Nazi guards come out at you. They'll often be nice enough to open the doors for you.

Try A Different Angle

It's never smart to run into a room. The Nazi guards are sometimes posted near the entrances and stay hidden until you move close to the door. Go up to the door, slide to the side at an angle, and pick the enemy off with less danger to you.

Charge

If you run at someone and shoot them point blank (rather than at a distance), you are more likely to wound them. Plus, this may provide less time for them to shoot you.

Every Level Has Hidden Stuff

If you explore carefully, you'll find extra health and ammo hidden everywhere! Be sure to collect as

HINTS AND STRATEGIES

much treasure as possible. Remember that every 40,000 points will provide you with an extra life. You'll need it!

Necessary Items Aren't Hidden

The Nazis may be rude hosts, but they would never hide anything necessary to escaping. Keys and elevators can be reached through the normal passages.



HINTS AND STRATEGIES

Don't Be Too Proud To Eat With The Dogs!

After taking many bullets, it's a wise idea to get help from anywhere. Eating dog food may be humiliating, but it will provide a small boost to your health.

Conserve Your Ammo

Although it's fun to hold down the "A" button and spit bullets everywhere, you should try to restrain yourself. Conserve ammunition and make your shots count.

Don't Attack With A Knife

If armed only with a knife, don't rush into a room full of guards and expect to come out alive. Spend your time looking for a hidden room which may provide more ammo. The only thing that separates a brave man and a dead man is a well-placed bullet.

Do More Damage At Close Range

The closer you are to an enemy, the more damage he takes with each shot. However, killing is a two-way street. These Nazi guards have a way of appearing behind you with a point-blank shot to your back.

HINTS AND STRATEGIES

Searching For Hidden Passages

Hidden passages can be located almost anywhere. Sometimes the entrance appears obvious, but often it is not! To make your search easier, move against a wall at an angle. Then hold down the "B" button and strafe across the wall. This lets you check long walls quickly. Make sure the room is free of Nazis before you start!



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Special Thanks to Trish Wright and Kim Motika

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CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBUP at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBUP. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

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As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place to where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

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Once again, welcome!"

Brian Fargo

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