Wolfenstein for VCS
by Scott Dayton and Robert Mundschau
based on Venture for VCS by Coleco

Backstory:

It is the height of WWII. Germany has conquered most of Europe, and Britain is suffering under constant seige by air. The dark shadow of facism looms heavy over the free people of the world. You are Sgt Kozwowski of the Polish special forces. Captured as part of a resistance cell opposing the German and Russian occupation of Poland, you are transported to the dread castle Wolfenstein just over the border in Germany for interrogation and execution, or possibly worse.

Befriending one of your guards is not difficult.   He seems uncomfortable with what the Nazis are doing to the people of Poland. It is a shame then that you have to strangle him to get the key to your cell and a knife, but this is war.   Escape is your first priority, but as a member of the resistance you won't pass up this opportunity to hurt the German war machine and avenge the people of Poland.   Good-luck soldier, the free world holds you in its prayers.

Getting Started:

1. With your television turned on, insert the Wolfenstein cartridge into your Atari 2600 (or 7800TM) as explained in your Owner's Manual, and turn on your console. The title screen will appear on the screen.

2. Plug a joystick into the left joystick port.

3. Set the Left and Right Difficulty switches to select a skill level.

Skill Level	Switch Settings
Normal	left B/right B
Advanced	left B/right A
Expert	left A/right B
Master	left A/right A

4. Press _[Reset]_ to start the game or to begin a new game.

Your primary objective in the game is to escape from Castle Wolfenstein.   The castle is crawling with Nazis and their evil mad-scientist progeny.   The castle has 8 floors.

To escape from each floor and ultimately the castle you must collect 4 items.   Once all 4 items are safely collected you will be automatically transported to the next floor in the castle.

You'll begin your mission in the deepest dungeon of the dreaded castle Wolfenstein. The first screen you will see shows you the floorplan of the floor you are on.   Sgt Kozwowski is represented by a small dot located in the center of the floorplan. Squads of ruthless SS guards patrol the hallways. Touching a guard will cost you a block of health and reset your position to the center of the floorplan. You can not use your weapons on the patrolling SS guards, there are too many of them.   Just avoid them.

Within each floorplan there are 4 rooms you can enter. Upon entering a room your point of view will zoom in on the action.   You will see Sgt. Kozwowski as a larger icon. A small dot next to the icon shows you which way your weapon is pointing. Each room will also have 3 enemies and an item you need to collect. Kill or avoid the enemies in the room. Pick up the item, and exit the room.   If one of the enemies touches Sgt. Kozwowski you will lose a block of health and be transported back to the middle of the floorplan. To complete a room you must exit the room after picking up the item. If you hit an enemy after picking up the item and before leaving the room, then you have not completed the room and must try again. Finish all 4 rooms on a floorplan to complete a floor of the castle.

The SS guards in the hallway are alert to your presence somewhere in the castle. If you stay in a room too long, the SS guards will grow suspicious and enter the room you are in. You can not hurt them, you must exit the room before they catch you.

Upon finishing a room, it will become locked and inaccessable.   You can hide from the SS guards in the shadows of the doorways to a completed room. Just position Sgt Kozwowski against the locked door. A patrolling guard will pass without detecting him.

Some rooms in the castle contain huge machines of mysterious purpose. You must manuvuer Sgt Kozwowski through the crushing machinery to collect precious radio parts he will need to call for a rescue once he escapes the castle.   As you progress through the castle you may notice that some machinery is running faster than others. It is recommended that you favor passing through the slower moving machines when attempting to collect the radio parts.

If you capture the items in all 4 rooms, you will ascend to the next floor of the castle. The SS guards and enemies will become more alert and dangerous as you guide Sgt. Kozwowski through the castle to his eventual escape.

Playing the Game:

Hold the joystick so that the fire button is on the top-left corner. Move the joystick

handle left, right, up, or down to make the Sgt. Kozwowski run.

To make the Sgt. Kozwowski attack, move him in the direction you wish to attack and press the fire button.

Weapons:

There are 2 weapons available to Sgt. Kozwowski. You will begin the game armed with only a knife. The knife is sharp and Sgt. kozwowski can kill any enemy with one blow, but it has a very short range.   During your escape, you will find a gun which provides a longer range attack, but has limited ammo.   You can find additional ammo and guns throughout the floors of the castle.

As long as you have ammo, Sgt. kozwowski will always choose to use the gun over the knife. Once all ammo is depleted, Sgt. Kozwowski will automatically switch to the knife and continue fighting.   You can know what weapon Sgt. Kozwowski is using from the weapon indicator icon to the left of your score.   It will show either a knife or a gun.

If the gun icon is showing, then there will be an ammo indicator bar to the left of the gun icon.   The ammo indicator bar is limited to showing 8 or fewer bullets remaining. If you have more than 8 bullets, then the ammo indicator will show 8.   Monitor your ammo level so you are not surpised when forced to switch back to the knife.

Health:

When you begin a new game, Sgt. Kozwowski has his maximum health.   His current health is shown in the upper right hand corner of the screen as a set of squares. Each time Sgt Kozwowski touches an enemy he will lose a block of health. If all the blocks are gone and he is touched again, then Sgt. Kozwowski dies and your game is over.   Located throughout the castle rooms you will find medical kits. Picking up a medical kit will restore one block of health.

Scoring:

You will score points each time you kill an enemy or pick up an item.   If you successfully escape from Castle Wolfenstein you will receive a bonus based on the amount of health you have left. The number of points scored depends on the skill level you choose at the start of the game and the current floor of the castle you are on. The castle floors are numbered from 1 to 8. You start the game on floor 1. The table below shows the points you will score for each skill level and floor.

Skill Level	Enemy Killed	Item Collected	Game finished
Normal	same as floor no.	2x enemy killed	100x remaining health
Advanced	floor no. + 2	2x enemy killed	200x remaining health
Expert	floor no. + 4	2x enemy killed	300x remaining health
Master	floor no. + 6	2x enemy killed	400x remaining health

Tips and Hints:

- The SS guards patrol in a predictable pattern. Don't leave the shelter of the floor starting position or a doorway until the pattern is clear.
- If you exit a room and reenter immediately, you reset the timer for the SS guards to enter. If a room is not going well, retreat and try it again.
- Sometimes its a good idea to scout out the contents of all four rooms on a level before you complete any of them. If you are low on ammo or health, you can find ammo or a medkit first.
- If you have full health upon entering a room with a medkit, consider leaving the room and finishing all the other rooms on the level first. If you get injured you will have a medkit left to collect.
- You have heard rumors while in captivity that there is a hidden 9th floor in the castle.