

RETURN TO CASTLE

# Wolfenstein

OPERATION RESURRECTION™



ACTIVISION®

**WARNING: Read before using your PlayStation®2 computer entertainment system.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**Warning to owners of projection televisions:**

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

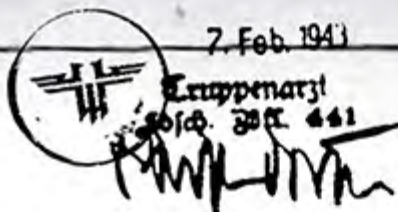
**Use of unauthorized product:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**Handling your PlayStation®2 format disc:**

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

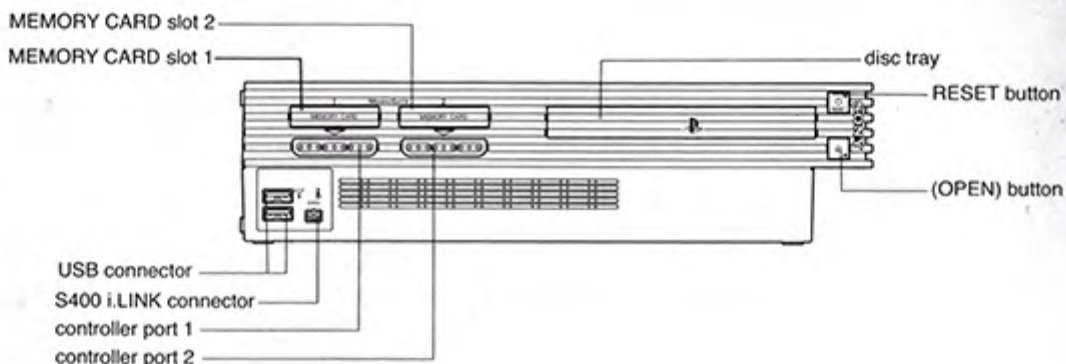
7. Feb. 1941



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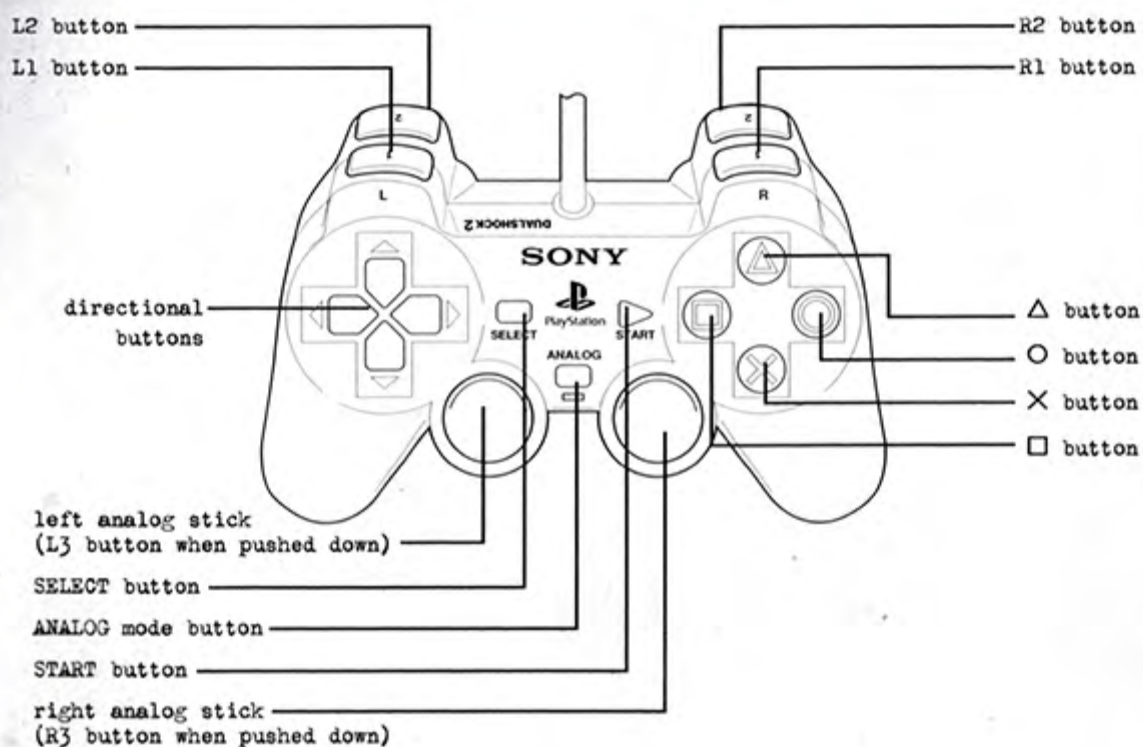
## STARTING THE GAME



Set up your PlayStation<sup>®</sup>2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Return to Castle Wolfenstein: Operation Resurrection™ disc on the disc tray with the label pointing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

# CONTROL REFERENCE

## DUALSHOCK®2 analog controller configurations



To select menu options, use the directional buttons  $\uparrow\downarrow$  to navigate the menu options. Highlight the desired option and press the  $\times$  button to accept. To select a menu option, follow the on-screen button prompts and press the  $\times$  button to accept and the  $\triangle$  button to go back to navigate through the menu options.

## MENU CONTROLS

Highlight Menu Items . . . . . directional button ↑ ↓  
Cycle Choices (if available) . . . . . directional button ← →  
Accept/Proceed to Next Screen . . . . . X button  
Back/Return to Previous Screen . . . . . Δ button

## DEFAULT GAME CONTROLS

### \*\*\*MOVE\*\*\*

Walk Forward/Backpedal . . . . . left analog stick ↑ ↓  
Step Left/Right . . . . . left analog stick ← →  
Jump . . . . . L1 button  
Crouch . . . . . L2 button  
Turn Left/Right . . . . . right analog stick ← →

### \*\*\*LOOK\*\*\*

Look Up/Down . . . . . right analog stick ↑ ↓  
Zoom . . . . . Δ button  
Center View . . . . . L3 button (left analog stick button)  
Auto Center Toggle . . . . . On/Off  
(Auto center is turned On by default)  
Flip View . . . . . directional button ↓

### \*\*\*SHOOT\*\*\*

Attack . . . . . R1 button  
Reload . . . . . R3 button (right analog stick button)  
Next Weapon . . . . . □ button  
Previous Weapon . . . . . ○ button  
Kick . . . . . R2 button  
Always Aim . . . . . On/Off (Aim lock On by default)  
Auto Weapon Switch . . . . . New or Better

### \*\*\*MISC\*\*\*

Activate . . . . . X button  
Select Inventory Item . . . . . directional button ←  
Use Inventory Item . . . . . directional button →  
Vibration . . . . . All

## CUSTOMIZING CONTROLS

The Controls menu allows you to fully customize your controller configuration.

To assign a new command to a button, access the Controls menu and scroll up or down to highlight the button you wish to change. Scroll through the available command choices and press the X button to accept the new assignment.

It is highly recommended that you save your new configuration by accessing Save Setup in the Options sub-menu. Select the memory card slot where you want to save your new control settings and press the X button.

Loading your custom control setup is just as easy. Access Load Setup in the Options sub-menu. Select the memory card slot where your setup is saved and press the X button. Now you can play the game with your custom controller setup. Custom controller setups will also be saved with your save game file.

**Note:** Return to Castle Wolfenstein: Operation Resurrection requires a MEMORY CARD (8MB) (for PlayStation® 2) in MEMORY CARD slot 1 to load or save your game and settings.



## INTRODUCTION

In the ninth century A.D., the pre-Christian Saxon prince Heinrich sought to forge an independent Germanic state, separate from the powerful Frankish dynasty. Having discovered and translated the ancient texts from the East, he became convinced that his people were the direct descendants of Thule, a race of pure consciousness. He believed that he could tap into the power of Thule. Indeed he did, raising up a vast army of the evil undead, led by Dark Knights whom he anointed in bizarre, sinister rituals. Though the power of Thule had not been intended for evil, Heinrich harnessed it with sheer will, bending the power against all who would oppose him.

Legend suggests that in 943 A.D. a mysterious and powerful monk finally stood against Heinrich and his army of Dark Knights. Following a fierce and bloody battle, this lone monk enshrined Heinrich in a living tomb at the top of a remote mountain peak. Knowing that evil of this kind cannot be destroyed -- only contained -- he marked and sealed the ground with the curses of the ancient texts forbidding any human ever to enter the tomb.

\*\*\*\*\*

The rise of fascism in Germany in the twentieth century brought with it a fascination in the occult. Under direct orders to achieve world domination at all costs, Hitler's henchmen sought unorthodox measures to gain the upper hand on the Allies. Some worked on chemical weapons, others on the jet engine, still others on long-range missiles. But Hitler's lead henchman, head of the SS, Heinrich Himmler, took the most drastic measures of all.

Over time, Himmler became convinced that he could raise Heinrich from the dead, and in doing so, would possess the power to command an army of the undead against the Allies. He began methodically researching how to approach the dark ritual, throwing scores of scientists, great caches of wealth and the full power of the Nazi war machine behind his effort. Month after month, he got closer. By 1943, many of the pieces were in place including the all-important location of Heinrich's grave.



**WOLFENSTEIN LORE** Silas Warner's classic Apple II game, Castle Wolfenstein, was released in 1983. The game was far from a 3D shooter, requiring more stealth than gunplay. The player's mission was to infiltrate Nazi headquarters in disguise, plant a bomb outside the door to Hitler's bunker, and make it out before the bomb exploded.



## CURRENT STATUS

March, 1943 -- OSA intelligence reports have linked Himmler's quest for ancient texts on occult rituals to recent Nazi activity in Africa. Evidence exists that Himmler has sent operatives from a newly formed "SS Paranormal division" into a small village in Northern Egypt. In Europe, Himmler has already located Heinrich's tomb and is in possession of other ancient texts. He is searching for a serum in a hidden grave which he plans to use to create modern day Dark Knights. OSA intelligence suggests that although Himmler has not yet succeeded, reports of occult experimentation and genetic mutation indicate that he is close, very close.

## GAME SETUP

### MAIN MENU

Start a new game, load a saved game, customize your controls and game settings or view the level cinematics.

### **\*\*\*NEW GAME\*\*\***

Select this option to start a new game. Before beginning play, select the skill level for your game. There are four skill levels:

- \*\* Can I play, Daddy?
- \*\* Don't hurt me.
- \*\* Bring'em on!
- \*\* I am Death incarnate!

### **\*\*\*LOAD GAME\*\*\***

Select this option to load a previously saved game from the memory card. Highlight your saved game file and press the X button.

### **\*\*\*OPTIONS\*\*\***

This allows you to access the Options menu where you can change your control settings, sound volume and save or load your player setup.



**TIPS & TACTICS** Some clipboards may provide hints to finding secrets.



## OPTIONS

In the Options menu you can modify control settings, sound volume, brightness and save or load your custom control setup.

### \*\*\*CONTROLS\*\*\*

You can choose from any of the preset control setups or create your own. To fully customize your controls, highlight the action you want to change and press the X button. Control Reference on page 3 has more information on controls.

#### Advanced Control Options

Pressing the O button on the Controller Preset Selection screen will take you to the Advanced Control Options menu to customize the following settings:

- \* Auto Center View -- Toggles center view on or off. With center view on, the camera view will return to the center position as you walk forward.
- \* Always Aim -- Toggles the auto-aim feature on or off.
- \* Switch Weapon -- Allows you to choose if you want your weapon to switch when you pick up any other weapon.
- \* Vibration -- Customize the controller vibration settings:
  - \*Weapons Only -- Vibration only occurs while you fire your weapon.
  - \*Damage Only -- Vibration only occurs when you take damage.
  - \*All -- Vibration occurs when you fire your weapon or take damage.
  - \*Off -- No vibration.
- \* Left Analog Stick X -- Changes the horizontal sensitivity of the Left Analog Stick.
- \* Left Analog Stick Y -- Changes the vertical sensitivity of the Left Analog Stick.
- \* Right Analog Stick X -- Changes the horizontal sensitivity of the Right Analog Stick.



**WOLFENSTEIN LORE** At one point during development, Wolfenstein 3D had dragging bodies, silent attacks and exchanging uniforms. After play testing, id decided to significantly simplify the game controls to create an easier-to-play, fast-paced action game.

- \* Right Analog Stick Y -- Changes the vertical sensitivity of the Right Analog Stick.

### \*\*\*SYSTEM\*\*\*

- \* Brightness -- This option allows you to adjust the brightness of the screen.
- \* Music Volume -- Changes the music volume of the game.
- \* Effects Volume -- Changes the volume level of sound effects in the game.
- \* Stereo/Mono -- Here, you may toggle the stereo option on/off.

### \*\*\*LOAD SETUP\*\*\*

This option allows you to load your custom control setup data from the memory card.

### \*\*\*SAVE SETUP\*\*\*

After creating your custom control setup, select this option to save your new setup data to the memory card.

## SAVING AND LOADING

Note: Return to Castle Wolfenstein: Operation Resurrection requires a MEMORY CARD (8MB) (for PlayStation® 2) in MEMORY CARD slot 1 to load or save your game and settings.

### SAVE GAME

You can save your game at any time. To save a game, press the START button to pause and reveal the in-game menu. Select SAVE GAME from the list and select an empty slot to save your current progress. You can also overwrite previously saved games, but be careful: once you overwrite a save file, it cannot be recovered. Note that your controller settings will be saved along with your game progress.

### LOAD GAME

You can load a game by accessing the Load Game menu. The load game function is available in the Main menu and the in-game menu. Select LOAD GAME from either menu list and highlight the saved game you want to load.



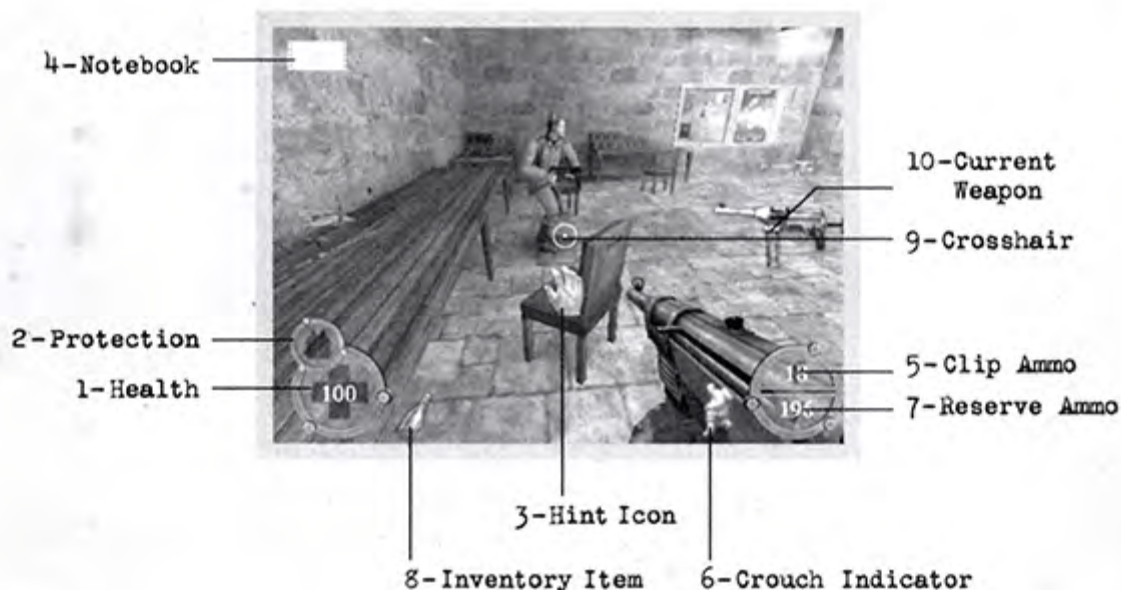
**TIPS & TACTICS** When faced with a First Aid kit and a Meal in the same room -- choose carefully. The Meal will leave leftovers if you don't need it all. The Kit, however, is all or nothing.

## PLAYING THE GAME

### THE BRIEFING

Each map will begin with a mission briefing from the OSA (Office of Secret Actions). Briefings provide information about your mission and objectives. You must complete all the objectives before proceeding to the next mission. To review your briefing and objectives during the mission, open your notebook by pressing the SELECT button.

### IN-GAME DISPLAY



1. **Health:** The amount of damage you can take. The default maximum is 100. As you are shot or injured, this number decreases. If the number reaches 0, you die. Picking up health packs and food increases your health.
2. **Protection:** Helmets and other pieces of protection (i.e., flak-jackets) can be found throughout the game. The default maximum is 100. When you take damage, some of the impact is absorbed by the protection you wear.



**WOLFENSTEIN LORE** The four-man id team worked six months to develop Wolf 3D, finishing it from an apartment in Mesquite, Texas in 1992.

3. Hint Icon: An icon in the middle of the screen indicates you can interact with an object in the scene. See the Hint Icon section for details.
4. Notebook: The Notebook icon appears when your notebook is updated. When you see this icon, be sure to read your notebook.
5. Clip Ammo: The amount of ammo in your current weapon. Reload to fill the clip or magazine.
6. Crouch Indicator: Appears if you're moving in crouch mode.
7. Reserve Ammo: The amount of additional ammo you're carrying. Reloading depletes your reserve.
8. Inventory Item: Press the USE ITEM button to activate the currently selected inventory item.
9. Crosshair: The crosshair indicates where you're aiming your weapon.
10. Current Weapon: Shows an image of your currently selected weapon.

## MOVEMENT

### WALKING AND RUNNING

Though walking is slower than running, walking allows you to move silently and open doors silently. Press the left analog stick up slightly to walk; press the left analog stick up all the way to run.

### KICKING

Kicking can be used as a melee attack or to open doors at double speed. Guards are more likely to hear when you use Kick to open a door. (Kick is set to the R2 button by default.)



**TIPS & TACTICS** You can lean by pressing the Activate button while also pressing Step Right or Step Left.

## JUMPING/CROUCHING

Jump to dodge enemy fire and reach areas that would otherwise be inaccessible.

Crouch to take cover or to crawl into low-lying windows or vents. Also, use crouch to move quietly through an area and perform stealth attacks.

## LEANING

One of the most important skills to master is leaning. Lean to look around a corner without danger of being spotted by the enemy.

To Lean, move to the edge of a corner and hold the ACTIVATE key in conjunction with the movement left or right button. You cannot fire your weapon while leaning.

## SWIMMING

To swim, point yourself in the direction you want to go using your LOOK controls, and then use the MOVE controls to swim. You can also press the JUMP button to swim up.

Remember to breathe. If you stay underwater too long, you'll drown.

Weapons will not fire when submerged under water. Be careful when swimming because enemies outside the water can shoot at you.



## SPECIAL TACTICS

### STEALTH AND TAKING COVER

To successfully complete your missions, you have to employ stealth tactics. Going into every situation with more guns than brains will leave you dead on the floor (and out of ammo, too!). Some situations require waiting for the right moment to



**WOLFENSTEIN LORE** Prior to developing Wolfenstein 3D, id software created two 16-color 3D games, Hovertank and Catacomb Abyss. Catacomb Abyss is one of the first ever first-person shooters and uses a technology similar to that used for Wolfenstein 3D.

sneak up behind an enemy or to sneak past unobserved. Some missions are entirely dependent on not being spotted.

You will be equipped with a variety of weapons. Most are loud and will assuredly give away your position. Some weapons are silent and allow you to strike quietly from the shadows. There is always a trade-off, so evaluate what's best in each situation.

Kicking in doors allows you to open doors quickly, but it's loud and will likely draw a lot of attention.

Taking cover will help you stay alive. Use CROUCH to hide behind objects and lean to peer around them. Listen for the enemy to reload their weapon. When they do, they are vulnerable. Of course, when you reload, you're vulnerable too, so watch the ammo counter.

### ALARM

When an alarm is sounding, the enemy will be ready for you. You can turn off alarm sirens from any nearby alarm box by activating it or by simply destroying the box.

### PICKING UP ITEMS

Weapons, ammo, treasure and many other items can be found along the way. Pick them up by walking on them, or by getting near them and pressing the ACTIVATE button. If you can't pick up the item, you're either unable to use it or don't need it (such as a health pack when you're at 100%).

### USING THE ANALOG STICK

Utilizing either of your analog sticks to look around is fundamental to mastering Return to Castle Wolfenstein. Keep in mind that you can adjust your looking and turning speed with the analog stick sensitivity sliders on the Controls Options menu (press the O button on the Controller Preset screen).






**TIPS & TACTICS** The flamethrower is very effective against zombies.




## WEAPONS

### PERSONAL WEAPONS

As you progress further into your mission, you'll find more lethal weapons with which to dispatch the enemy. Of course, your enemies will also be more deadly.

- |   |   |
|---|---|
| ┌<br><br>└   | ┐ Knife -- Designed for commandos and secret operatives, this double-edged knife is balanced for close quarters hand-to-hand combat. Sneaking up behind an enemy allows you to kill silently and swiftly.   |
| ┌<br><br>└   | ┐ Luger -- The standard German side arm. This 9mm pistol is quite lethal and accurate at close range. The moderate rate of fire will dispense the eight-round magazine quite quickly, so watch your ammo counter. You may also find a silencer for stealth. |
| ┌<br><br>└ | ┐ Colt -- This is a .45 caliber pistol Model 1911. Standard issue for Allied forces in Return to Castle Wolfenstein. Much like its German counterpart, the Luger, this pistol is lethal and accurate at close range only.                                   |

The self-loading moderate rate of fire for the pistol will quickly propel the contents of the eight-round clips at your intended targets. If you find a second Colt, both weapons can be dual wielded for double the firepower.

- |   |   |
|---|---|
| ┌<br><br>└ | ┐ MP-40 -- This version of the Maschinenpistole entered active service for German troops in 1940. Highly accurate at medium to close ranges, its 32-round magazine capacity is more than enough to dispense a group of enemies efficiently. |
|---|---|



**WOLFENSTEIN LORE** Prior to beginning work on Return to Castle Wolfenstein, members of the team traveled through Europe for research. Many of the textures are based on photographs of real castle walls, doors and environments. Many of the levels are based on real castles and towns.





Thompson M1A1 -- Stripped down military adaptation of the M1928A1, this .45 caliber weapon does a bit more damage than the MP-40 but has a smaller magazine capacity at 30 rounds.



Silenced Sten -- The Sten Mark II(S) is constructed entirely out of steel and has been used heavily by commando units. Despite its utilitarian construction, it's the most powerful sub-machine gun in Return to Castle Wolfenstein. However, it's limited by the amount of heat that it retains during sustained fire. The silencer is indispensable for covert missions but the baffles used to dissipate the exploding gases overheat with prolonged use, rendering the weapon useless until it cools down. Keep your eye on the red bar in the corner and this weapon will serve you well.



Mauser -- This rifle is highly accurate at longer distances, but without a scope, it's effective range is not much longer than the MP-40. The 7.92x57mm round has enough stopping power to kill with one shot -- just aim for the head and squeeze. The bolt action will limit how many rounds you can fire in succession, so make sure to take some cover before revealing your position with this weapon. The extended ten-round box magazine provides just enough ammo to take out several enemy positions from a distance before you need to reload.



Sniper Rifle -- Once the Mauser is fitted with a scope, you have the power and accuracy to take out enemy units from long range. Utilizing this weapon at the appropriate times benefits your overall health.



M1S Snoopier -- If you need the range and power of a sniper rifle with the stealth of a silenced weapon, arm yourself with the Snoopier and those covert missions won't be quite as daunting. This rifle is extremely powerful but is no louder than a whisper.



**TIPS & TACTICS** Enemies know to avoid grenades. Sometimes they will kick them back at you. Make sure you hold the grenade long enough so the enemy does not have the opportunity to kick it back before it explodes.



FG-42 -- The German paratrooper rifle model 1942 is a well-balanced weapon. Utilizing the same 7.92x57mm round used by the Mauser, power will not be a problem. For accuracy, this particular variation is mated with a ZFG 42 telescope sight providing you with some sniping capabilities. No doubt this weapon will see a lot of action on your tour of duty with the OSA.



Grenades -- You have access to both pineapple grenades (American) and stick grenades or potato mashers (German). Both can be primed by holding the fire button, but be careful not to hold the grenade for too long or you'll be blown up along with it. Grenades are highly effective at scattering your enemies -- literally -- so keep your eyes peeled for these goodies.



Dynamite -- TNT is a special item you'll use on missions that require some demolition work. Once set, don't stick around to admire your work -- the large blast radius will end your mission with a bang!



Panzerfaust -- Normally used to destroy tanks, this weapon will become very useful against your opposition in later missions. It's a single round weapon and ammo is limited, so don't waste your shots on single enemy units...unless it's an X-Creature.



Venom -- The GP-VG MK2 uses a 12.7mm light armor-piercing round. Need to lay down a lot of lead? Look no further. This chain gun electronically feeds the next round and turns the six barrels for the fastest cyclic rate of all the projectile weapons in Return to Castle Wolfenstein. Wait a second or two for the weapon to wind up, and introduce your enemies to destruction. Like the Sten, you must watch the red bar in the corner; there is a price for unbridled devastation -- heat!



**WOLFENSTEIN LORE** Near the northern tip of Austria there is a real city called Wolfenstein.



Flamethrower -- Gasoline, pressurized gas and glue. These items combined produce a version of Hell that can be worn on your back. When faced with enemies in fortified positions, throw a stream of this concoction in their direction and listen to their cries of agony. Be careful not to get engulfed in the flames yourself. The flame will slowly eat away at your health and obscure your vision until the flames die out -- or you do.



Tesla -- This technology is based on powerful guided electrical fields. It draws its energy from electric cells with a maximum capacity of 500. Since this weapon can target multiple enemies, it will be valuable during a crowded firefight. Unfortunately, the Tesla does not affect X-Creatures, so plan wisely.

### FIRING/USING THE CURRENT WEAPON

Press the ATTACK button to fire the currently selected weapon. Hold down to create a burst of gunfire for weapons that offer a repeating fire mode (like machine guns).

### OVERHEATING

Some weapons overheat if fired continuously. Watch for a red bar near the weapon icon. Overheated weapons need to cool down before they can be fired again.

### AIMING YOUR WEAPON

Your crosshair indicates where you're aiming. The crosshair turns red when you target an enemy. For the greatest accuracy, stay still, fire in short bursts and crouch when shooting.



**TIPS & TACTICS** Mounted weapons can also be destroyed. When taking fire, aim for the gunner -- or the gun. Sometimes it is good to destroy them -- but sometimes you may need them to cover your own retreat.

## GRENADES

Explosives have timers. If you hold your Attack button while holding a grenade, you will hear the five-second timer tick by. If you're still holding the grenade at the end of five seconds, it will detonate in your hand and likely kill you. However, timing a grenade throw properly is the best way to catch an enemy before they can react.

## EXPLOSIVE CHARGE

Sticks of TNT or dynamite set with a timer become useful for setting traps or clearing a path. The timer can be increased in five-second intervals up to a max of 45 seconds. You need to hold the fire button to increase the timer of the dynamite.

## AMMO AND RELOADING

Most weapons require ammunition. Check the amount of ammo in the gun's clip or magazine; when it gets low, your ammo indicator will begin to flash red. If a gun runs out of ammo, you automatically reload. Be careful -- reloading at the wrong time gives the enemy a clear shot. To reload your weapons at any time, press the RELOAD button (R3) on the analog stick.

Pick up more ammo by running over dropped weapons. The Nazis also have a number of storerooms with ammo. Be on the lookout for those.

You can't use a weapon if you're out of ammo. Be mindful, several weapons share the same kind of ammo, so using all the ammo of any one type can render multiple weapons useless.

9mm	Luger, MP-40 and Sten
.45 caliber	Colt and Thompson
7.92mm	Mauser and FG-42

## RIFLE SCOPES

Use the scope mode on rifles equipped with a scope. Zoom in or out to adjust the view by pressing the PREVIOUS or NEXT WEAPON button. Only the FG-42 does not have adjustable zoom capability.



**WOLFENSTEIN LORE** According to the original Wolfenstein 3D Hint Book, Captain William Joseph Blazkowitz was born August 15, 1911 to Polish immigrants. After WWII, he married Julia Marie Peterson. Their son, Arthur Kenneth Blazkowitz, became a television talk show host in Milwaukee and later changed his last name to Blaze.

## MOUNTED WEAPONS

To control a mounted machine gun, move behind it until the Hand icon appears. Press the **ACTIVATE** button to engage or disengage from the firing position. Hold down the **ATTACK** button to shoot. Mounted weapons can also be destroyed, so enemies cannot turn them on you.

## THE ENVIRONMENT

### THE HINT ICONS

Hint icons appear at the bottom center of the screen. This indicates that something in the scene directly in front of you can be used or activated.



The **HAND** icon signifies that you can operate or pick up the object in your crosshair (like a door, mounted gun, lever, health pack or weapon). Press **ACTIVATE** to use or take the object. A hand icon with a line through it indicates the item is currently unavailable.



A **LADDER** icon identifies ladders and other things that can be climbed. Look up and move forward to climb the ladder. Descend a ladder by backing onto it. Ladder cages help you get down safely.



The **BREAKABLE** icon indicates an object you can damage or break. To break something, damage it by kicking it or using a weapon. Hidden areas can be found behind breakable paintings and walls.



The **LOCKED** icon signifies doors or gates that cannot be opened until you find a lever, switch or progress further into your mission.



**TIPS & TACTICS** Always make an effort to finish your current mission with full health, full armor and full ammo.



If the knife is your current weapon, sneak up behind an enemy to activate the BACKSTAB icon. A quick thrust will swiftly dispatch your foe. Successfully employing this technique will provide you with a reward from certain enemy units.



The EXIT hint shows when you're near the end of a level. A summary will be displayed of your completed mission objectives, secrets found, treasure acquired, how many attempts it took to complete the level and the time you needed to finish.

## SPECIAL ITEMS AND INVENTORY

The HAND icon appears when you can pick something up. If you run over or stand next to an item and use the ACTIVATE button, it will be picked up.

If you already have the maximum of a particular item (such as being at full health), you can't pick up more. But you can return to replenish your ammo or health once they have run low.



### HEALTH

Health can be found in a variety of forms. The most common are First Aid Kits, Hot Meals and Cold Meals.

### WEAPONS

The majority of the firepower you need to defeat the enemy can be found in the field. Be sure to pick up weapons from fallen enemies.

### AMMO



Picking up weapons from fallen enemies gives you the weapon and the ammo. If you already have that type of weapon, you'll pick up the ammunition only.



**WOLFENSTEIN LORE** A Morse code message is hidden in a song played for Wolfenstein 3D's third episode. The message reads: "To Big Bad Wolf. De Little Red Riding Hood. Eliminate Hitler. Imperative. Complete Mission Within 24 Hours. Out."



### ARMOR

Helmets and flak jackets can be found to increase your protection from gunfire.

### BINOCULARS

Binoculars enable you to find enemies in the distance. Use your binoculars by pressing the ZOOM button. You can also zoom in by using the NEXT WEAPON button and zoom out by using the PREVIOUS WEAPON button. Remember -- you cannot fire your weapons when using binoculars. If you have a scoped weapon armed, such as a sniper rifle, the scope on the weapon will appear instead of the binoculars.



### CHAIRS

Chairs can be picked up if you're holding a one-handed weapon. Use chairs to get to hard to reach locations. You can even put a chair on a table. You also get additional protection from gunfire when carrying a chair.



Pick up a chair with the ACTIVATE button. Toss it down the same way.



### DOORS

Most doorways swing in and can be kicked open quickly. Others lift up when activated but won't open with a kick. Some require a switch to open; find the latch or button to open it. The method to open the door isn't always immediately obvious.



**TIPS & TACTICS** Unarmed zombies will reanimate after they appear dead. Be careful not to turn your back on them. If you destroy their bodies, they won't be able to get back up.



## SECRETS AND TREASURE

The Nazis have hidden hordes of stolen gold and treasure. Look for secret passages, breakable paintings and hidden rooms. When you finish a level, you will find out if you discovered all of the goodies. Go back and look for ones you missed.

Each secret you locate within the game is worth a Bonus Point. At the end of each level, you may use your acquired Bonus Points to purchase special Bonus Awards. Along with increasing your health, ammo and armor, you can also purchase the following items:



**Full Wine Bottle** -- A wine bottle provides you with a small health boost with each drink. Good for 3 uses.



**3 Flak Patches** -- Flak Patches are useable items that will repair or add a small amount to your armor when used. If you buy a Flak Patch, it will appear in your inventory on the following level.

## INVENTORY ITEMS

Some items are put into your inventory. Cycle through the inventory using the SELECT ITEM button. To use an inventory object, press the USE ITEM button.



**INVENTORY ITEMS** include Wine Bottles, Books and Flak Patches. Drink Wine for health. Read Books to learn about the plans of your enemies. Employ Flak Patches to repair armor.



**WOLFENSTEIN LORE** The inspiration for one the most prominent of RTCW villains is Dr. Schabbs. In Wolf 3D, Schabbs personified the most diabolical of all Nazi endeavors, experiments with people. Instead of equipping him with normal weapons, the diabolical doctor was equipped with hypos filled with his serum for the undead.

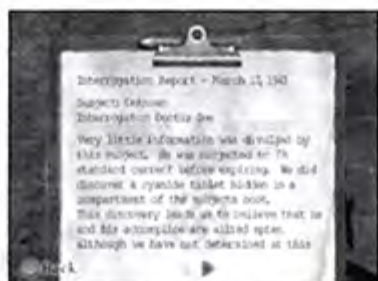




## NOTEBOOK, CLIPBOARDS AND LETTERS

### NOTEBOOK

Your notebook contains current objectives and mission information. Press the SELECT button to activate the notebook during gameplay. Refer to it to find out what to do next. A flashing icon appears when your notebook is updated.



### CLIPBOARDS AND LETTERS

The HAND icon will appear in front of clipboards and letters you can read. Press the ACTIVATE button to read one and again to put it back. Story and other information can be found in these documents.



## THE OPPOSITION

You will face fierce resistance in your attempt to complete mission objectives. The enemies range in difficulty and intelligence. It is imperative that you adjust to the environment by taking cover and by utilizing the most effective weapon for a given enemy unit. Your inability to adapt will eventually lead to ultimate failure!

### SOLDIERS

The most common enemies are soldiers of the Third Reich. They range from infantry to officers and even more powerful soldiers. Watch their tactics to learn how to anticipate their actions.



**TIPS & TACTICS** Zombies with shields can ricochet bullets back at you. Watch out! Your melee attacks (kick and knife) can help you avoid this.

## UNDEAD

As if the Nazis weren't monstrous enough, you also face zombies from beyond the grave. These undead creatures are relentless in their pursuit of flesh. They will attack you and Nazi soldiers equally.



## X-CREATURES

Attempting to create stronger soldiers, the Nazis created horrible monsters. The early attempts resulted in accidents and mutated beasts that are all kept locked within well-fortified bases. Break in and destroy them to stop the Nazis from creating more.



## CIVILIANS

Killing a civilian is absolutely forbidden by the OSA. Doing so will result in immediate mission failure. If you see a red circle with a line through it instead of the normal crosshair over a character, they are considered a civilian.



## OTHER INFORMATION

### CUT SCENES

We recommend you watch the cut scenes to learn more about your missions. Skip cut scenes by pressing any button.

### IN-GAME MENU

When playing, press the START button to pause the game and reveal the in-game menu. From this menu, you will be able to access the Options menu and save or load a game.

**WOLFENSTEIN LORE** In Wolfenstein 3D, Hitler appears in three guises. The first is a decoy flown around on wires with a flamethrower mounted in its chest. The third is Adolf in steel, motor-assisted battle armor with four chainguns. If you manage to knock Hitler out of his death armor, he pops out fast and furious firing two machineguns.





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Return to Castle Wolfenstein  
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**TIPS & TACTICS** Once you find another Colt pistol, you can wield both for double damage. When firing both, they are among the most accurate and deadly weapons for close range attacks at your disposal.

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**WOLFENSTEIN LORE** The turkey dinners found in RTCW are just one of many nods back to the original shooter classic. Two meals missing off the RTCW buffet are dog food and gibs. In Wolf 3D the ever-resourceful hero could stomach anything if his health was low enough.

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and Prologue German #2

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and Prologue German #3

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Danelle Folta . .Mocap Actress



**TIPS & TACTICS** Your binoculars, once found, will be an invaluable intelligence tool. At times, your sniper scope will not have the range for proper intel. Utilize your binoculars to compensate and you won't run headlong into fortified enemy positions.

Voices Recorded at the  
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