

XBOX 360


Wolfenstein

THE NEW ORDER™



MACHINEGAMES

Bethesda

 **WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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GETTING STARTED

Follow the onscreen instructions to install **Wolfenstein: The New Order**.

Launch **Wolfenstein: The New Order** and select NEW, then select DIFFICULTY level to start a new game (note – you must be signed in to a profile to do so).

MAIN MENU

- NEW:** start a new game
- RESUME:** continue an existing game
- CHAPTERS:** replay an already completed chapter
- OPTIONS:** change gameplay, control, audio and video settings
- EXTRAS:** solve Enigma Codes found in game to unlock bonus game modes, view unlocked and found collectibles, review game statistics and launch the credits.

EXIT TO TITLE SCREEN

GAME CONTROLS

Xbox 360 Wireless Controller



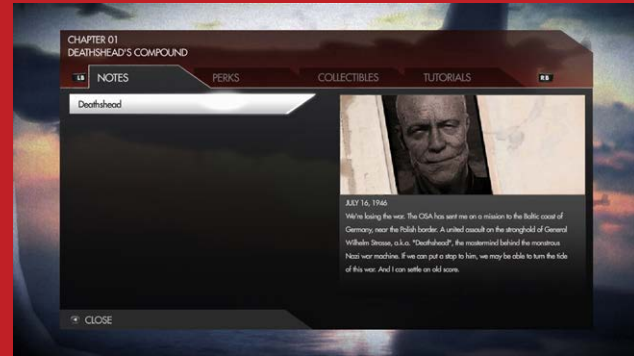
- D-pad Right:** Toggle Main Weapon Fire Mode (when available)
- D-pad Up:** Dual Wield (when available)
- D-pad Left:** Toggle Alternate Weapon Fire Mode (when available)
- D-pad Down:** Map

HUD



- 1** Journal Update
- 2** Information Window
- 3** Pickup Indicator
- 4** Use
- 5** Health and Armor
- 6** Weapons and Ammo

JOURNAL



Use the Journal to access the following information:

- NOTES:** review objective information
- PERKS:** review perks
- COLLECTIBLES:** review the collectible items and objects that you have found
- TUTORIALS:** review the tutorials that you have already encountered

COMMANDERS



Commanders are located throughout the game. They can be recognized by their distinct silhouettes.

If a Commander detects your presence, he will signal an alarm and call for reinforcements.

If you are able to take Commanders out undetected, they will not be able to signal the alarm and call for reinforcements.

Once the *Scout Perk* is unlocked, nearby Commanders are indicated by the “Signal Detected” and “Broadcasting Alarm” HUD elements.

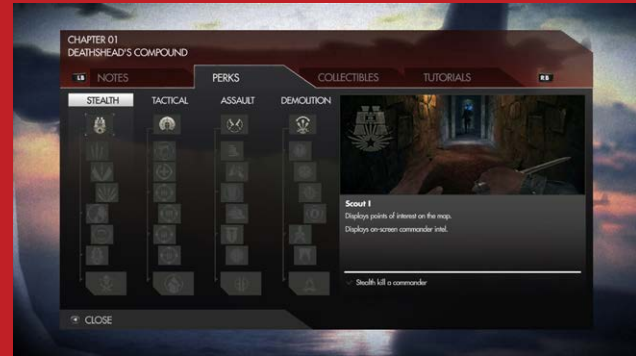
Commander is nearby, but not alerted to your presence



Commander is Alert and is calling in reinforcements



PERKS



By engaging in the following play styles, you can unlock Perks that enhance your experience.

- STEALTH:** Focuses on stealth and silent takedowns as a play style. Rewards the throwing knife, faster movement while crouching, and improved stealth weapons.
- TACTICAL:** Focuses on tactical combat and small/medium weapons as a play style. Rewards faster health regeneration, reloads and weapon equips. Also improves efficacy for select weapons.
- ASSAULT:** Focuses on Dual Wield and heavy weapons as a play style. Rewards increased Dual Wield weapon capabilities, reload speed, increased ammo gathering and storage, and turret movement speed.
- DEMOLITION:** Focuses on grenades and general destruction as a play style. Rewards the grenade throwback ability, increased grenade and rocket capacity, and reduces damage from explosives.

WEAPONS

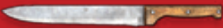


FIGHTING KNIFE

Weight: 588 g

Length: 237 mm

A standard-issue knife used by Allied soldiers.



KITCHEN KNIFE

Weight: 147 g

Length: 226 mm

A kitchen knife, good for steaks or Nazi necks.



COMBAT KNIFE

Weight: 648 g

Length: 247 mm

A standard-issue knife used by Nazi commanders.



HANDGUN 1946

Weight: 904 g

Length: 231 mm

Ammo: 10 (9mm Parabellum)

A standard-issue side-arm frequently used by Nazi commanders.

Upgrade: silencer



SUBMACHINE GUN

Weight: 4.7 kg

Length: 798 mm

Ammo: 40 (.45 ACP)

A standard-issue US Army rifle.



ASSAULT RIFLE 1946

Weight: 5.16 kg

Length: 935 mm

Ammo: 30 (7.9mm)

A German Army service rifle with a fire selector for switching between automatic and semi-automatic fire mode.



HAND GRENADE

Weight: 595 g

Length: 365 mm

Diameter: 70 mm

Filling: TNT

A standard stick grenade used by the German Army.



HANDGUN 1960

Weight: 897 g

Length: 229 mm

Ammo: 20 (9mm Parabellum)

An improved version of the 1946 handgun, updated with a burst shot primary mode and a recoil compensator system.

Upgrade: silencer



ASSAULT RIFLE 1960

Weight: 4.96 kg

Length: 928 mm

Ammo: 45 (7.9mm)

An updated version of the 1946 assault rifle with a larger clip size and increased fire rate.

Upgrade: rocket launcher



DOUBLE-BARRELED SHOTGUN

Weight: 3.35 kg

Length: 1071 mm

Ammo: 2 (12-gauge)

A 12-gauge side by side break-action shotgun.



AUTOMATIC SHOTGUN

Weight: 5.54 kg

Length: 988 mm

Ammo: 20 (12-gauge)

A fully automatic double-barreled shotgun.

Upgrade: shrapnel rounds



MARKSMAN RIFLE

Weight: 5.84 kg

Length: 1032 mm

Ammo: 10 (explosive 7.9mm)

A scoped semi-automatic rifle suited for taking out enemies from a distance.

Upgrade: laser fire mode



TESLA GRENADE

Weight: 386 g

Length: 88 mm

Diameter: 64 mm

Filling: TNT, EMP-charge

A hand grenade with a high explosive EMP charge that can temporarily disable mechanized enemies.



LASER CUTTER

Weight: 972 g

Length: 243 mm

Ammo: rechargeable battery

A tool for cutting through thin wire fences, chains and other small steel objects.

Upgrade: shot mode



LASERKRAFTWERK RIFLE

Weight: 5.71 kg

Length: 991 mm

Ammo: rechargeable battery

A prototype weapon which fires short bursts of high energy laser beams. It has a secondary fire mode for cutting through thin sheets of metal, like aluminum.

Various upgrades for the Laserkraftwerk Rifle are located throughout the game.

SECRETS

There are secret areas containing valuable items in every level of **Wolfenstein: the New Order**. Good luck finding them!

HEALTH, ARMOR, AND AMMO

Health, armor, and ammo are restored by finding pickups located in each level. Health can be temporarily overcharged beyond maximum level by acquiring additional pickups. When damaged, Health gradually regenerates automatically to the next increment of 20.

DUAL WIELDING

Dual wielding allows you to deal maximum damage. You are able to Dual Wield after picking up another instance of a weapon that is already in your inventory.

The Weapon Select interface (accessed by holding **Y**) indicates which weapons in your inventory can be Dual Wielded at any time.

Press **Up on the D-Pad** to toggle Dual Wield ability when a capable weapon is equipped.

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