

PRIMA'S OFFICIAL STRATEGY GUIDE

COVERS PlayStation 2 VERSION!

RETURN TO CASTLE

Wolfenstein

OPERATION RESURRECTION™



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RETURN TO CASTLE Wolfenstein OPERATION RESURRECTION™

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INTRODUCTION

It's been a long time. The dust has long settled, and the castle is a gray smear in the back of your memory. You've forgotten what you used to know so well. The corners and secret walls, the shouts and shots are all a blur—no sharp images remain in your mind. You thought the war was over.

It seemed as if Castle Wolfenstein would recede into the mists of time, a legend, never seen but often mentioned. That is, until today.

The folks at Activision and Id have joined forces to bring you the next installment of the classic game that started it all. This time around, you can expect a smarter breed of Nazi soldiers, more realistic weaponry, and beautiful 3-D levels.

In addition to the masterful game design, the story and gameplay are fantastic. Here's your chance. Pick up the controller and get comfortable. You are about to *Return to Castle Wolfenstein*.


ROLL CALL

The OSA

The Office of Secret Actions is a joint venture between Britain and America, created to pursue clandestine operations behind enemy lines. Information flows in from OSA agents in the field and from contacts within the resistance movements of occupied Europe. The OSA chases these threads of intelligence, trying to figure out what the Nazis are planning next.

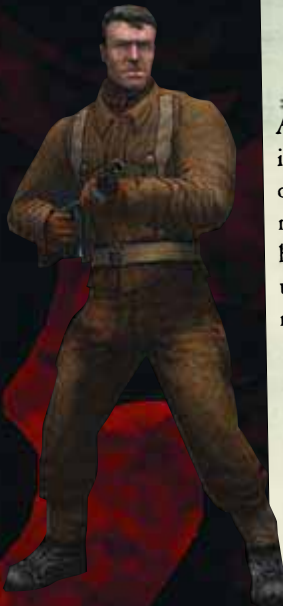

Reports are coming in that don't make sense. Heinrich Himmler has set something out of the ordinary in motion. Always a believer in the occult, Himmler's SS Paranormal Division is unusually active. The OSA sends in its best men to find out what's going on.

B.J. Blazkowicz


One of the top agents for the OSA (Office of Secret Actions), Blazkowicz is a U.S. Army Ranger without a lot to say. His actions more than make up for his lack of chatter. It's 1943, and his talents are needed to investigate strange goings-on within the Third Reich. The OSA hopes that Blazkowicz can shed some light on recent reports of increased occult activity in the Nazi hierarchy. To that end, he is sent with a partner, Agent One, into Castle Wolfenstein. Contact is lost. The OSA has no option but to wait and see what has become of its boys.

AGENT ONE

A top British agent for the OSA, Agent One is sent to assist Agent Blazkowicz in the Nazi occult activity investigation. Only elite members of the OSA, such as Agent One, have the courage needed to walk into the hellish unknown of the paranormal and the Nazi war machine.

THE DIRECTOR

This capable Englishman puts nothing past the Nazis. He does not dismiss a report just because it seems outlandish. The OSA must uncover the truth, however strange it appears, or the Allied forces could face a nasty surprise.

ROLL CALL

JACK STONE



OSA

The Director's trusted assistant, Jack Stone is an American with a keen mind and thorough knowledge of the workings of the Nazi war machine. The highest officials heed his advice, and he is responsible for collating much of the information that comes into the OSA.

The SS Paranormal Division

Heinrich Himmler is a high-ranking official in Hitler's Third Reich. He's an evil bureaucrat, architect of some of the worst Nazi regime atrocities. Himmler has founded the SS Paranormal Division, a collection of the Nazis' most ardent occult followers, dedicated to finding preternatural ways to further their war.

Himmler is chasing a myth. A tale from centuries past has yielded a glimmer of light. It may be nothing, but Himmler and his cronies are bent on finding out. They've uncovered pieces and parts that, brought together, could spell disaster for the free world. The OSA has caught wind of this plan, and is ready to commit its best to dash any chance that the round-spectacled little man has to unleash something ancient and horrible.

WILHELM STRASSE (A.K.A. DEATHSHEAD)



OSA

This Nazi's skull-like visage and twisted avenues of scientific research have earned him his nickname: Deathshead. A high-ranking Nazi officer, Strasse is close to Himmler but does not subscribe to his occult beliefs.

Deathshead has two passions: science and machinery. He has spent years on his Project Über Soldat, fusing metal and flesh with horrific results. His experiments have spawned a host of creatures no longer human, yet not fully mechanical.

He believes that victory is dependent on his work—a view not shared by Madame Blavatsky or Heinrich Himmler. Because of his rejection of the occult, Deathshead is a formidable foe. He gives credence only to that which is tangible, and fights guns with guns. Do not underestimate his creations simply because his superiors do.

OBERFÜHRER MARIANNA BLAVATSKY



OSA

Madame Blavatsky has studied the black arts for some time. She has established herself as the premier practitioner of the occult in the Nazi realm. As such, she has Himmler's ear, and vast power within the SS Paranormal Division.

Blavatsky has mentored many, and Helga von Bulow is one of her most passionate followers. With patience and study, the Oberführer has compiled information that could point the Nazis to a power greater than any known to the modern world.



HELGA VON BULOW



OSA

This headstrong woman has studied under Marianna Blavatsky and does everything she can to help her teacher. Helga has become a leader in her own right, establishing the Elite Guards to further the cause of the SS Paranormal Division.

While she has learned much from Madame Blavatsky, von Bulow is impetuous. She tries too hard, sometimes, running headlong into situations that call for discretion.



BASICS

Consider this boot camp, soldier. You won't survive out there if you don't learn what's in here. This section covers all the skills needed to bring down the Nazi SS Paranormal Division.

As an Army Ranger, Blazkowicz is highly trained in essential combat skills. However, it never hurts to brush up before any serious mission. Here, we'll cover the combat field training that provides you with the skills essential to operating and surviving in a combat environment. To review your weapons training, see the "Weapons" section.

Controls

Familiarizing yourself with the game controls is always a good idea. Listed are the default button presses. These controls are fully customizable in the Options menu if you feel more comfortable with a different button configuration.



DEFAULT CONTROLS

Button Press	Action	Button Press	Action
Left Analog Stick	Move	[R2]	Kick
Right Analog Stick	Look	[R3]	Reload
■	Next Weapon	[L3]	Centerview
●	Previous Weapon	⊕	Select Item
×	Activate	⊗	Flip View
▲	Scope/Binoculars	⊙	Use Item
[L1]	Jump	[START]	Menu
[L2]	Crouch	[SELECT]	Notebook
[R1]	Attack		

Movement

On your missions, you encounter all types of obstacles and terrain. Listed here are the basic moves that every OSA agent must know to successfully navigate through and survive the missions.



Walking

Walking allows you to sneak up behind an enemy without him or her realizing death is a moment away.

Though running should be your default method of movement, walking plays a key role in your survival. Unlike

running, walking is silent, permitting you to sneak up on enemies and quietly pass through doors. Often this means you can creep into a room or behind an

enemy without being heard or shot at. This helps you conserve ammo and prevents risk to your health. To walk, gently push the control stick in the direction you want to go. Fully pushing the control stick results in a run, so take a moment to practice the difference.



Crouching

Crouch to crawl into vents and other hard-to-fit places.

Crouching is one of the most versatile movements available to you. It enables you to duck behind cover and escape enemy fire, as well as crawl through vents, windows, and other small openings.

Crouching is also the only method of movement that permits you to move while keeping your scope up, allowing you to slowly change positions without taking your eye off your target. Though walking when crouched is slow and causes you to wobble, it can be used to move silently and sneak up on enemies. As an added bonus, crouching gives you a low center of gravity, making your shots more accurate. This is helpful when sniping.



Jumping

Jump onto this desk to reach the secret area behind the picture.

Jumping allows you to hop onto things such as crates and ledges, letting you reach otherwise inaccessible places. If you're in a pinch, jump to escape or dodge enemy fire.



Swimming

Take to the water when walking isn't an option.

Some places require you to take a dip. Swimming often takes you to a secret area or an alternate underwater passage. Like in life, you need air to breathe; staying underwater too long causes you to lose health and drown. While you are underwater, enemies can fire at you (if they're above the water), but you cannot fire back. With the exception of the Combat Knife, weapons will not work underwater.



Leaning

Lean to safely see around corners.



Want to see what lies around the corner without risking your neck? Leaning allows you to poke your head out with a low chance of being spotted by an enemy. This is useful on stealth missions, when

it is vital that you remain undetected. To lean, press and hold the Activate button, then move the left stick left or right. The “Tactics” section of this guide offers detailed leaning techniques on the left analog stick.

Kicking

Rather than waste precious ammunition, kick to break through these planks.



Kick to smash objects or, on occasion, to help defeat an enemy. Though your kick is not as strong as an actual weapon, when teamed with the Combat Knife it is

a great way to conserve ammo while inflicting tremendous damage.

Use kick to open doors quickly and enter a room blazing. Just be careful—when you kick open doors, enemies are more likely to hear your entry.



NOTE

A useful move against the undead is the kick-knife combo, especially when a zombie crouches behind its shield. True soldiers might want to challenge themselves to see how far they get with just a boot and a knife.

Hint Icons

As you explore, an icon may pop up at the bottom center of your screen. These are Hint Icons. They indicate that an action can take place in front of you. This is often how you know if you can pick up an item, break an object, or climb a ladder.

Hand Icon

The Hand icon has appeared, letting you know that you can activate this switch.



The Hand icon indicates something you can pick up or operate by pressing the Activate button. This icon pops up when you are facing weapons, armor, First Aid

Kits, and other items. It also appears as you walk in front of switches, buttons, and other objects that you activate. A crossed-out hand signals that the item cannot be activated at this time.

Breakable Icon

The Breakable icon indicates that you can smash this cabinet to reveal hidden items.



The Breakable icon appears when you are standing in front of an object you can destroy. These objects include pictures, cabinets, and vent covers. Often, a

Breakable icon shows up in front of objects or breakable coverings leading to secret areas.



NOTE

There is a lot of breakable stuff in *Return to Castle Wolfenstein*. Although it's not always useful to bust the furniture or shoot Nazi flags and pictures, it is always fun.

Ladder Icon

If it weren't for the Ladder icon appearing, you may never have known you could climb this tower.



The Ladder icon appears when you are in front of an object that can be climbed.

When this icon pops up, walk forward

onto the object to climb up, or carefully walk backward onto it to walk down. What you can climb isn't always obvious. The icon will appear at the back of a truck (so you can get into the bed) or by drainpipes, among other things. Be on the lookout for it, especially if you're stuck or are searching for items.

Backstab Icon

When the icon appears, carve your initials into an enemy's back.



The Backstab icon appears only when you sneak up behind an unsuspecting enemy with your Combat Knife in hand.

Backstab allows you to silently and instantly kill enemies. Slyly sneak up behind your victim until the icon appears, then quickly thrust your knife into his or her back.

Notebook and Clipboards

Reading is fundamental, even in this game. Information in the notebook and clipboards helps you complete your missions and unravel the story of Castle Wolfenstein.



Notebook

This notebook is your in-game source of information.

Access Blazkowicz's notebook during gameplay to get a summary of and objectives for your current mission and a debriefing from your previous mission. An icon of an open book appears at the top of your screen when your notebook is updated. Continue to refer to this for updates throughout each mission.



Clipboards

Read clipboards like these to help the story unfold.

Find clipboards on desktops and hanging on walls throughout the game. Read them as you pass to learn tidbits of the game's storyline and other information pertaining to the level in which you find them.



Goals

As you reach the end of a level, you are shown a Mission Stats box listing your totals for that level. Each level lists the number of objectives completed, the time in which you completed the level, the number of attempts you made, and your totals for treasures and secret areas.

If you have not completed your objectives, you cannot exit the level. Refer to your notebook to check which objective you missed, go back to complete it, then return to the exit to move on. If you are displeased with your totals or are shown that you missed an item, hit Back to continue exploring. Listed is a breakdown of each goal presented at the end of a level.

Time

This is the time it took you to complete the level.

Objectives

This is your total of completed objectives out of the number of objectives possible. You cannot exit the level until all objectives have been accomplished.

Secret Areas

Here is the number of secret areas you found out of the total present.



Treasure Items

This is the amount of treasure you found. If you are missing any, turn around and search for the remaining loot.

Attempts

This shows how many times you restarted or quick-loaded during the level to complete it.

Bonus Awards

Most of the levels that B.J. Blazkowicz braves hide secret areas filled with treasure or other goodies to help keep him alive. The treasure is nice, but it's finding the actual area that is important.

For every secret area found, a bonus point is awarded at the completion of the level. These bonus points can be spent on upgrades. Check the screen's top-right corner to find out how many points you have accumulated.

Bonus Categories

There are seven bonus categories that points can be invested in. These range from increasing maximum health to starting with full health. Each category indicates how many points it takes to fulfill the requirement. Before you invest your points, think about what option is more important to you: Is it better to have more health or more ammo? Did you end the last level with only 10 health points and need more quickly? Some upgrades increase in cost with each successive purchase.

100 PERCENT HEALTH CAPACITY

This reward increases your maximum health capacity each time you invest in it. Your health capacity increases by increments of 25 to a maximum of 200. The first investment costs only five bonus points, but the number doubles for each successive upgrade. You can increase this stat four times.

100 PERCENT ARMOR CAPACITY

This reward increases your maximum armor capacity. It grows by increments of 25 to a maximum of 200. The first increase costs only five bonus points, but that doubles for each successive upgrade. You can increase armor capacity four times.

100 PERCENT AMMO CAPACITY

Invest in this reward to increase your maximum ammo capacity. It grows by increments of 10 percent to a maximum of 140 percent. The first increase costs only five points, but the price doubles for each successive upgrade. You can increase this stat four times.

FULL WINE BOTTLE

This reward costs 10 bonus points. At the start of the next level you have a full bottle of wine at your disposal. You can invest in this reward after each level as long as you have enough points.

FULL ARMOR

To start the next level with full armor, invest 10 bonus points for this reward. You can invest in this reward after each level as long as you have enough points.

FULL HEALTH

Low on health? Save up 10 bonus points and this reward is yours. You start the next level with full health. You can invest in this reward after each level as long as you have enough points.

FULL BACKPACK

If you want more supplies, invest your 10 bonus points here. At the start of the next level you have a full backpack of supplies. You can invest in this reward after each level as long as you have enough points.

Saving/Loading

When saving your progress in *Return to Castle Wolfenstein*, it is important to keep three things in mind:

- Checkpoints are locations throughout the game where the game automatically remembers your progress as long as you leave the system on.
- Save Progress from the menu saves to the hard-drive that players progress at that exact location. This overwrites your previous progress save. Each *Return to Castle Wolfenstein: Operation Resurrection*™ profile created has its own Save Progress slot.
- Once you complete a level, it unlocks the next level for play.

WEAPONS AND ITEMS

Weapons

You're going to be dealing with the finest weaponry those damn Nazis have. What do you mean, you're on the Allied side? You think you're going to be able to carry the whole Colt ammunition factory behind enemy lines to keep your clips full? You're an OSA agent, Blazkowitz, and as such you must adapt to survive. There's no supply line, there are no reinforcements, and there aren't any aviators dropping supplies on your head like manna from heaven.

You are sent in with a light load of Allied ordnance—sometimes. After you run out, you'll be thankful you learned these briefs on the hardware you're likely to encounter. Here are the weapons featured in *Return to Castle Wolfenstein: Operation Resurrection*. This section is broken down to show how each weapon works, what it is capable of in terms of damaging foes, and what advantages and disadvantages it has. There are also effective strategies to use with each weapon.

Some weapons—such as the Mauser with the Sniper Scope, the M1S Snooper Rifle, and the FG42 Paratrooper Rifle—have an alternate action that brings up the scope. We'll mention it in the descriptions here.



NOTE

Weapons with a long name are abbreviated throughout the walkthrough. For example, the "FG42 Paratrooper Rifle"—as you go through the walkthrough, "Paratroop" or "Paratrooper Rifle" is used instead.

Combat Knife



Damage: low

Strengths: It's better than nothing. Silent. Needs no ammo.

Weaknesses: Shooting things takes less time and is easier.

The Combat Knife is your first weapon. It's a melee weapon for close quarters. Its attack lets you thrust with lightning-fast speed. The Combat Knife also allows you to dispatch an enemy silently if you attack (unnoticed) from behind. Sneak up to an enemy by crouching. When the Backstab icon pops up at the bottom of the screen, strike. Hack and slash away!

Rushing an enemy head-on with this weapon is suicide. But use it to destroy objects so you can save ammo.



Luger



Ammo Type: 9mm

Damage: low

Rate of Fire: slow

Maximum Ammo: 8 in the clip, 300 in reserve

Attachments: silencer

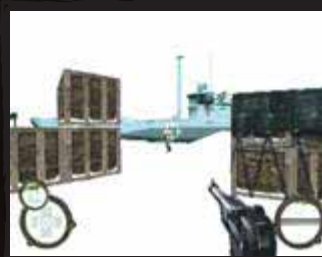
Strengths: With the silencer, it's stealthy.

Weaknesses: This weapon is effective in the beginning levels, but is eventually outclassed.

The Luger was the standard handgun in the German army. It is accurate and best used at medium range. Equipped with a silencer, it is a deadly weapon for unsuspecting enemies. Go for the headshot.

It's not as good as your later finds, and you must have a steady hand to nail targets at long range.

Use this weapon to conserve ammo for other weapons or to destroy objects. The Luger uses 9mm ammo, the same as the MP40 and the Sten.



Colt .45



Ammo Type: .45 cal.

Damage: low

Rate of Fire: slow

Maximum Ammo: 8 in the clip, 300 in reserve

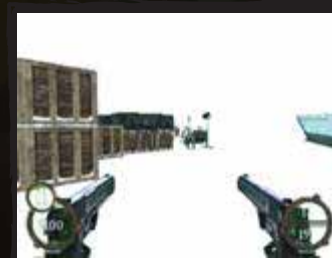
Alternate Fire Mode: dual Colts

Strengths: It's accurate and strong.

Weaknesses: It's slow, with limited ammo availability.

The Colt .45 is comparable to the Luger in that it's a solid weapon, but faster and stronger weapons quickly overtake it. It's accurate, so use the Colt .45 for close combat.

It burns the same ammo as the Thompson, so don't use it much if you're a Thompson fan.



MP40



Ammo Type: 9mm
Damage: medium
Rate of Fire: medium
Maximum Ammo: 32 in the clip,
300 in reserve
Strengths: The fully automatic

MP40 has great ammo capacity.

Weaknesses: It's not as accurate as the Sten.

The MP40 is the standard German submachine gun of World War II. It is fully automatic and can hold 32 bullets in one clip. Most levels have enemies who carry this weapon, making ammo plentiful. The same 9mm ammo can also be used with the Luger and the Sten.

The MP40 causes moderate damage and is effective for close- and medium-range combat. Have a clear view of the enemy before you fire, or you'll waste ammo. Circle-strafe and fire a steady stream of hot lead to take out multiple enemies.



NOTE

To get an idea of how inaccurate an MP40 is at long range, watch the tracer lines from a distant enemy blasting away at you. It's like a swarm of blind wasps.



Thompson



Ammo Type: .45 cal.
Damage: medium
Rate of Fire: medium
Maximum Ammo: 30 in the clip,
300 in reserve
Strengths: It's fully automatic and

has great ammo capacity.

Weaknesses: Ammo is limited; you'll never fill up.

Known as the "Tommy gun," the Thompson was designed for short-range assault and close-quarters fighting. More accurate than the MP40 at long range, it's still suited to shorter distances. The Thompson is reliable in any condition. It is fully automatic. One clip holds 32 bullets.

The Tommy gun is accurate and uses the same ammo as the Colt .45. Combine this with a room of Nazis, and you will soon paint the walls red. Ammo is scarce, so use it sparingly.



Silenced Sten



Ammo Type: 9mm
Damage: medium
Rate of Fire: high
Maximum Ammo: 32 in the clip,
300 in reserve
Strengths: It's accurate and silent.

Weaknesses: It will overheat if continuously fired.

The Sten was first manufactured in 1941 and used by the British Army. It loads the same ammo as the Luger and MP40, which is plentiful throughout the game. The Sten is a silent and accurate weapon. It's great for short-, medium-, and long-range combat. Fire only when you have a clear view of the enemy.

The Sten overheats after 10 shots of continuous fire, so pay attention to the red bar above the Weapon icon. If it overheats, you must wait for the temperature to fall before firing again.

Its accuracy is astonishing when compared to the other submachine guns. An enemy whose demise requires a full clip from the MP40 can fall after only a few shots from the Sten. The difference? Accuracy. Your ammo goes a long way.

Short bursts keep it from getting too hot. Use it correctly, and the Sten will be one of your best friends throughout the campaign.



Mauser

Ammo Type: 7.92mm
Damage: medium (high,
with scope)
Rate of Fire: single-shot,
bolt-action
Maximum Ammo: 8 in the clip,
200 in reserve

Attachments: scope

Strengths: With the scope, this is an outstanding long-distance weapon.

Weaknesses: It has a long reload time.



WEAPONS AND ITEMS

The Mauser is one of the most powerful guns in the game, but it has a long reload time due to the bolt-action. Therefore, it's not an effective weapon in close-quarters conflicts. The Mauser won't seem like much until you get the Sniper Scope. Then it blossoms into an amazing instrument of Nazi control.

With the Sniper Scope, the Mauser is a lethal long-distance weapon. When the scope is up, pay attention to the weapon sway. Crouch and move forward to keep the scope up at all times. The Mauser scope is the most powerful of the game; it magnifies to a great degree, bringing faraway targets into sharp relief. Learn your Zoom In and Zoom Out buttons, and use them with the scope.

Most enemies, such as infantry and officers, can be killed with one shot in the earlier missions. Others, like the X-Creatures, take two or more direct hits. The Mauser is also effective for softening up X-Creatures and undead. Pay attention to your ammo count; reloading the clip takes a long time.

When faced with tough, long-distance enemies, use the Mauser to tenderize them as they charge. Keep firing until they close to medium or short range, then switch to a faster weapon to finish them off.



MLS Snooper Rifle



Ammo Type: .30 cal.
Damage: very high
Rate of Fire: single-shot, bolt-action
Maximum Ammo: 5 in the clip, 10 in reserve

Strengths: The very powerful Snooper has a steady scope and silent shot.

Weaknesses: The reload time is long, and ammo is limited.

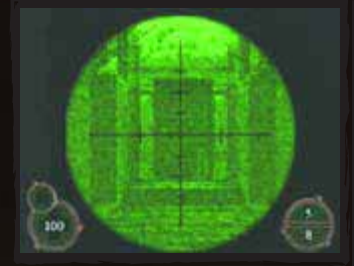
The Snooper Rifle is silent and has a steady night-vision scope. It is a must for stealth missions. One shot, one kill for most targets.

The crosshairs make it easy to pick off any target, even though the magnification is lower than the Mauser scope's magnification. The night vision allows you to see enemies behind foliage and through dense fog. This ability makes the Snooper a useful tool for foiling ambushes. Scout ahead by sweeping an area with the scope. Ammo is limited, so use it only when necessary.



TIP

When the Snooper is empty, you can't use the scope. Always keep a bullet in reserve.



FG42 Paratrooper Rifle



Ammo Type: 7.92mm
Damage: medium
Rate of Fire: medium
Maximum Ammo: 20 in the clip, 200 in reserve
Strengths: This semiautomatic

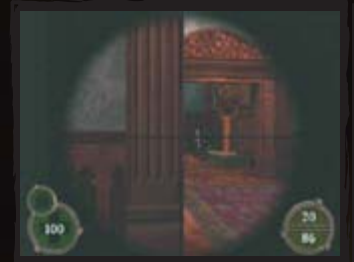
has a scope and fires powerful shots.

Weaknesses: The scope cannot zoom in or out, and the kick can spoil aim.

The Paratrooper Rifle is an effective weapon because it has a scope and is semiautomatic. The scope is steady, but it can't zoom in or out. Plus, the hard kick can throw off your aim during continuous fire. Tap the Attack button when using this rifle.

The Paratrooper Rifle is common after it is introduced. Use it as a primary weapon; you'll always find reloads.

Even without the scope, this rifle is accurate. Point and shoot for close-range combat. The powerful shots tear through most enemies.



Stiehlhandgranate (Stick Grenade)



Damage: high
Maximum Number on Person: 15
Strengths: Effective for dispersing crowds and softening up the enemy.

Weaknesses: Throw it wrong and it will bounce back at you.

Stick Grenades bounce when thrown and explode after a short delay. Do not use them in direct conflicts—the enemy will shoot you as you stand there pulling the pin and counting to three.

When you press and hold the Attack button, you'll hear a series of clicks. Each one is a second the fuse is burning down. You get four clicks. If you're holding it during the fifth one, they'll be sending your remains home in an envelope.

However, letting the fuse burn is useful at times. If you throw a Grenade

immediately, it bounces a long way before going off. Sometimes it bounces right past your target. Holding on and letting the fuse burn ensures that it explodes after fewer bounces. Practice to figure out what distances you can cover.

Use Grenades to flush out the enemy, but be careful. The Nazis are not stupid: toss a Grenade at them, and they may throw it back at you or move away. However, if you've let the fuse burn down...



Pineapple (American Grenade)



Damage: high
Maximum Number on Person: 15
Strengths: These are good for sneak attacks and flushing out soldiers.
Weaknesses: There aren't very many throughout the game.

As with the Stick Grenades, use Pineapples in situations where you can take out multiple enemies at once, flush them out of cover, or employ sneak attacks.

More powerful than the Stick Grenades, Pineapples travel shorter distances. The same advice about fuses applies. Pineapples are limited, so conserve them and use only when necessary.



Dynamite

Damage: very high
Maximum Number on Person: 5
Strengths: It will kill or seriously injure everything in its range; a timer is available.
Weaknesses: Limited.



Dynamite is a chemical explosive of great strength. You can set the timer in five-second increments up to 45 seconds. Press and hold the Attack button. When the amount of time you want flashes onscreen, release the Attack button to plant the

bundle of dangerous sticks. This is the perfect tool for blowing up walls, enemy equipment, and the occasional curious guard.

One tactic is to set the timer and lead enemies into that area to see them blown into bits of carrion. Save Dynamite for the largest enemies.



Panzerfaust

Ammo Type: Panzerfaust rocket
Damage: very high
Rate of Fire: slow
Maximum Ammo: 1 in tube, 5 in reserve
Strengths: Powerful; it demolishes anything.
Weaknesses: Slow reload time and projectile speed limit its effectiveness.



The Panzerfaust was built to fight tanks. You can use it once and discard the tube, collecting it later. The rocket moves slowly enough to dodge at a walking pace (at long range). The round explodes on contact and turns any poor soul into a pile of porterhouse. If the round strikes near the target, he or she will be hurting from the blast.

The Panzerfaust is the perfect weapon for killing big things, like those nasty Proto-Soldiers. Save them for use against the big bosses. You will not regret it.



TIP

When facing an enemy who is armed with a Panzerfaust, stay at a distance. You'll be able to see the launch and can sidestep out of the way of the rocket.



WEAPONS AND ITEMS

Venom



Ammo Type: 7.92mm
Damage: very high
Rate of Fire: very high
Maximum Ammo: 500 in the clip,
1,000 in reserve

Strengths: The Venom will turn anything into hamburger.

Weaknesses: It will overheat if continuously fired. There's a slight delay as it winds up before firing.

The Venom is the fastest-firing weapon in the game. This behemoth fires 2,000 rounds per minute. It is for close- to medium-range combat. As with the Sten, watch the red icon to see if it is going to overheat. Also, hold down the trigger when using the Venom. It takes a while to spin up to speed before it starts firing, so it's not a fast-response weapon.

While not accurate at long range, the Venom chews up the scenery. However, the ammo is precious enough to hoard, so wait until targets are at a good range—medium or short—before unleashing the beast.

The Venom is helpful against Proto-Soldiers and any other big scum the Nazis throw at you. Reserve ammo for use against bosses. The ammo is a key piece of hardware in the fight against Nazi Proto-Soldiers. Fire and watch little bits bounce off the walls!



TIP

One way to avoid the delay of the spin-up is to tap the Fire button as you move around. The Venom won't fire, but it will spin the barrel. When you need to unleash the lead, hold the button down. Because it's already spinning, the Venom fires faster than from a cold start.



Flamethrower



Ammo Type: fuel tanks
Damage: very high
Rate of Fire: very high
Maximum Ammo: 150
Strengths: It turns targets into walking matchsticks.

Weaknesses: Ineffective against Venom Soldiers or an X-Creature's armor.

The Flamethrower is a powerful weapon and is effective for most types of combat. When a Flamethrower hits you, your health slowly drains away and the flames obscure your vision, blinding you until you get out of range.

The trick is to get your target engulfed in a ball of flame. Angle the nozzle down (aim at knees) and the fire blossoms around your target. After your foe

ignites, the halls echo with cries of agony. The Flamethrower does not work on X-Creatures with full armor or on German infantry equipped with Flamethrowers. Knock off some of an X-Creature's armor with another weapon, then switch to the Flamethrower and burn its exposed soft sides. It is effective against Lopers and other goose-stepping fascists. It is the weapon of choice against the undead.



CAUTION

You can ignite yourself with your own Flamethrower. Don't step into the stream!



Tesla



Ammo Type: cells
Damage: high
Rate of Fire: very high
Maximum Ammo: 500
Strengths: It can be used on multiple targets.

Weaknesses: It will not affect X-Creatures.

Tesla technology is based on powerful, guided electrical fields that can be used for everything from security gating to local power generation. This is also what powers the nervous systems of the X-Creatures.

The Tesla does not work on X-Creatures, but it works well against humans. The undead are affected by it, but it's not worth the amount of energy you use, especially if you have a Flamethrower. The Tesla incapacitates multiple targets if you hit them with enough energy.

Keep the Tesla ready for the final boss battles. Only use it for crowded areas, otherwise.



CAUTION

Your targets can still shoot you as you shoot them. Use the Tesla around partial cover—the bolts have a limited ability to bend around objects to targets—or against unsuspecting enemies.





Items

Survival on the road to glory does not depend on weapons alone. While you don't get much help from the local citizens, you find things that are useful to your mission. Whether health items or switches to open doors, these things help you complete the job you've set out to do.

First Aid Kits

First Aid Kits are perfect for administering medical treatment to those nasty cuts and scrapes the enemy bullets leave. They come in three sizes: small, medium, and large. Depending on the difficulty level you choose, the number of health points they restore is different. First Aid Kits can be anywhere. Look for these precious items on the ground, hanging on a wall, or hidden in crates.



NOTE

The difficulty level at which we've written the walkthrough—Bring 'Em On—sets these values for the First Aid Kits: 5 points for small, 15 points for medium, 30 points for large. When you pick up a kit, look to the lower-left portion of your screen to see how many health points it restores.

Hot Meal

Who needs rations when you can have a Hot Meal? A Hot Meal is another way to restore health and can be the difference between life and death. There are two portions on each steaming plate. Eat as much as you can until your health meter is maxed out. These are on dining tables. Don't go searching for a Hot Meal in a ditch.



Cold Meal

Feeling down after being shot? You need a cold one: a Cold Meal, that is. Eating one of these basic meals restores health, though not as much as a Hot Meal. Grab one when you get a case of the munchies. As with Hot Meals, a Cold Meal has two portions and shows up on tables.



Flak Jacket

The Flak Jacket bolsters your protection rating by 75 points. Because it takes damage for you and provides good stopping power, you always need it. The more you have, the less your health is damaged. Always stock up, as this might save your life in a heated battle.



Armored Helmet

The Armored Helmet provides 25 points of protection. Always be on the lookout for these lifesavers. They're more plentiful than Flak Jackets. Check out shelves, boxes, and the ground.



NOTE

The protection rating is the gray shield to your health meter's right. It maxes out at 100 and drops as you take hits. While protection doesn't stop you from taking damage, it diminishes the effects.

Clipboard

Clipboards give you updates on what is going on in the Nazi world. The clipboards will shed some light on your mission and what is to come. Some give pertinent information; some are simply humorous. Read them as you find them. The story unfolds in pieces if you keep up on the German correspondence.



Notebooks/Project Books

Notebooks and project books provide detailed information, written by specific characters in *Return to Castle Wolfenstein*. They give you insight on what the Nazis are working on and what it all means. Notebooks contain vital information the Allied forces will need to know if they are to combat the paranormal forces of Himmler.



Binoculars

The Binoculars let you observe the area ahead so you can make educated decisions on how to proceed. Zoom in and out to get closer to the action.



CAUTION

The Nazis also have Binocular technology, enabling them to see long distances. If you see a guard sweeping the area with Binoculars, make sure you're in full cover before he spots you.

Alarm Box

This little box emits a horribly annoying sound. This is what the Germans use to alert their numerous comrades, all intent on dismembering you. Press the big red button to turn the alarm on or off. Here's a hint, though; turn alarms off, never on. To prevent an Alarm Box from being used, shoot or kick it until it bursts with a shower of sparks.



Switches and Buttons

Switches and buttons control mechanical devices such as doors, elevators, and steel gates. They can turn on power to a needed device or call an elevator for your use. Go to the switch or button and press Activate to operate the device. If it does not open, find an alternate route.



Oil Drums

There are oil drums all over the place; some explode if you shoot them. With that in mind, they are helpful. If they explode near an enemy, imagine how that enemy is going to feel in the morning (a bit scattered is our guess). The explosions also reveal hidden rooms or passageways. Huge metal drums bursting into flames and shrapnel are noisy, however; remember this if you're attempting to be stealthy.



1938 Latour

This vintage bottle of wine has some good stuff in it. Each slurp is good for 25 health points. Chug away for max health! Each bottle has three gulps of wine. Blazkowitz must drink deeply.



ENEMIES

The German Army

This is World War II. You are fighting for the Allies against the forces of the Third Reich. Naturally, you'll be aiming at the Nazi soldiers you encounter. You are a spy—a covert agent sent behind enemy lines to wreak havoc. The enemy often won't know you're there. The soldiers you meet aren't expecting to turn around and find an American in their inner sanctum. Occasionally, the enemy is aware of and even searching for you, but mostly they are simply on guard duty. Use this to your advantage. If there's a cluster of soldiers, wait in hiding to see if they break up. Single enemies are easier to deal with than large crowds. With that in mind, read these intelligence files for further information.



CAUTION

Many of the technicians you meet will pull guns on you, even though they don't look particularly militaristic.

However, there *are* innocents—people you must not harm under any circumstances. You'll know who they are: When you bring your sights to bear on them, your crosshairs turn into the “don't” symbol (a red circle with a line through it).

Egyptian Mercenary



OSA

Found in the Egyptian campaign, these fighters can put up a good fight—especially with your limited firepower. Good thing for you that you know how to dispose of these punks. Use the MP40 to teach them a lesson.



Infantry



OSA

Also known as bullet-stoppers, Nazi infantry soldiers are the most common enemy. They come in various uniforms, and most use the MP40. Initially, they go down fast. As the game progresses, you confront a higher-caliber soldier, and they become tougher to kill. Once alerted, the infantry soldier becomes very active in defense. If an alarm sounds, or if you've blundered around in your big, clunky boots, it's impossible to sneak up on them. The Sten is a very effective weapon against individuals or small groups, but if a large group rushes you, use a gun that doesn't overheat.

Black Guard



OSA

These tough flyboys show up in your third mission, literally falling from the sky. Armed with the powerful FG42 Paratrooper Rifle, these hardened troops take longer to kill and dish out more damage than the rank and file. At medium range or closer, the FG42's scope allows them to be startlingly accurate. Combine that with the rifle's semiautomatic fire, and you can get laid out in seconds. After their first appearance, the Black Guards are in every level. The good news is there is plenty of ammo for your FG42 once you cop one off a dead Fallschirmjäger (Black Guard).

Officer



OSA

Officers constantly yell out orders, and they sport snappy hats, making it easy to distinguish them from infantry. Usually equipped with Lugers, most officers don't provide resistance other than yelling for help and sounding the alarm. Some of them, however, are very spry, running around and peppering you with Luger shots. Kill as many as you can to disrupt the chain of command.

Scientist




OSA

These egg-headed lackeys of the Third Reich are some of the weakest enemies you face. More interested in inhumane research than combat, scientists are pitiful opponents. They are usually armed with Lugers (with which they are not particularly skilled) and sometimes beg for their lives. Treat them accordingly.

Flamethrower (Feuer Soldat)




 OSA

When Flamethrower soldiers see you, duck for cover. The air around you becomes a pillar of fire, and your armor and health drop (armor first, then health). To make matters worse, when you're on fire the flames blind you. Engage the fiery fighters from a distance. They are unaffected if you retaliate with your Flamethrower, so use other weapons. It's best to see them before they see you, so keep a sharp eye out for the blue pilot flame at the nozzle of their 'throwers.

Sniper




 OSA

Snipers are infantry armed with Mausers and Sniper Scopes. They tend to snipe from long distance or high places. The sniper soldiers are accurate with their shots; if you suddenly lose 20 points of health while in an open field, chances are you've just been sniped. The best way to deal with snipers is to dish out a dose of their own medicine. Find cover and let some 7.92mm slugs pierce their skulls. The problem is how to find a sniper in hiding. Scan for muzzle flash or tracer lines and follow them back to their origin.

Venom Gunner




 OSA

Infantry or Paratroopers sometimes come equipped with a weapon that can chew a small house into splinters. These guys let it all out. Don't go head-to-head with these fellows. Instead, soften them up with a couple of shots from your Mauser. While the Venom may be terrifying up close, it's very inaccurate from afar. Keep some distance and send the guy love taps with your own rifle.

Elite Guard



 OSA


Helga von Bulow has formed her own cadre of soldiers. The Elite Guards are highly trained women who are loyal to von Bulow and, it is rumored, have formed their own witches' coven. Don't let their good looks fool you; Elite Guards are ruthless, efficient killers. Armed with Stens, they'll charge and roll to avoid your fire. Plus, they are very rarely taken by surprise. Dangerous alone, the Elite Guards are deadly in groups. Headshots are advised. Retreat if you're swamped, and try to deal with them singly.

The Undead

Through their meddling in the occult, the Nazis have unleashed a host of preternatural creatures. Almost immediately it becomes clear that the Nazis are not in control of what they've wrought; the beasts are attacking Nazis left and right. However, that doesn't mean that the enemy of your enemy is your friend. Undead monsters attack you, too. In fact, in a room full of undead, Nazis, and you, guess who's the primary target? That's right—the soldiers will shoot at you even with a gang of zombies breathing down their necks. When dealing with the undead, let us give you one word of advice: fire. While you won't have a Flamethrower in your first supernatural encounter, after you get a torch there's no reason to use anything else.

Zombie



 OSA

These abominations were called to our world through Helga von Bulow's meddling. Some carry shields and swords. They may seem like dusty relics, but when they crouch behind their shields, your bullets ricochet, hitting you on the way back. When zombies crouch, circle-strafe to get a clear shot at them. Go for the headshot, but if they are protecting themselves, shoot their legs and feet. This forces them up again for more punishment.


Zombies are also extremely susceptible to the Flamethrower. After you get one, don't bother using anything else against them. After they drop, kick and scatter their bones to keep them down. Some zombies don't carry weapons. Put them on the floor and pump bullets into them, or use your Combat Knife and a kick to turn them into dust. Some zombies have a spirit attack, as well. Transparent, ghostly skulls weave around the undead creature and then fly after you, inflicting damage each time they make contact. If you see a zombie charging up a spirit attack, concentrate on taking it down. If you don't, it'll have you for dinner.

X-Creatures

Not content with just mucking about in the realm of the supernatural, the Nazis have also been busy in the fields of cybernetics, bio-engineering, and generally bizarre medicine. Under the direction of Wilhelm "Deathhead" Strasse, the X-Labs have developed techniques for twisting metal and flesh into living weapons. These clanking monstrosities are tough to destroy. You'll burn through ammo trying to crack their armor. It takes cunning and guts to tackle these creatures.

Loper






These pint-size creatures are effective combatants even without their legs. The disc at their waist shoots electricity at their prey, resulting in a painful jolt. Lopers are quick and agile, and they jump high and far. Go for headshots using the Sten, FG42 Paratrooper Rifle, or MP40. Stay out of range of the Lopers' electrical attack, and backpedal and fire from a distance as you combat them.

Proto-Soldier





The twisted experimental mechanics of the Third Reich have resulted in these crude cyborgs. The Proto-Soldiers are very tough. They are heavily armored and equipped with Venoms or Panzerfausts. The best way to turn them into spare parts is to circle-strafe and take cover. Hack them to death in bits and pieces. Hit-and-run tactics are highly recommended, because these guys can take three to five direct Panzerfaust hits or as many as 300 rounds from the Venom! When pieces of armor start falling off their bodies, you are weakening them.

COMBAT TACTICS AND MISSION STRATEGY

You've been through basic training, but are you ready for this crucial assignment? This section gives specifics on how to survive while punching the biggest hole possible in the Nazis' plans. These tactics and tips help you get the most out of your ammo while keeping you as safe as you can be with hundreds of murderous jack-booted thugs after your head.

You've got three sections here and you'd better know 'em, soldier. They cover movement techniques, tactics for combat, and tips for this assignment. Learn it all. You need it.

On the Move

When you're under attack, keep moving. If you must reload in the middle of a firefight, take cover. Move quickly while fighting. Don't run in a straight line over long distances: you're an easy target. Zigzag as you move and use the environment for cover.

When you move to a new position, keep close to cover so you can use it if suddenly fired upon. Walking in the open means you have to run over long distances to any object you can find. After you get behind cover, plan a way of neutralizing the threat.

When you're not in immediate danger, take your time going from place to place. If you're quiet, you can sneak up on unsuspecting guards. Running around attracts attention, and that means large groups of soldiers. Take it slow and encounter your foes one at a time.



TIP

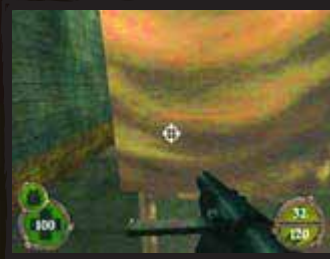
If your foes catch you in an open area, use a submachine gun to fire in the enemies' direction as you run for cover. Your cover fire may not hit them, but it makes them duck or move, spoiling their aim and giving you a better chance.

STRAFFING HELPS

Strafing involves side-stepping to your left or right rather than turning your body left or right. Use your Move control stick without fully moving your Look control stick. Strafing is useful in combat because you can avoid incoming fire without turning away from the enemy. If you turn with Look, you lose your aim and focus on your target. Guess what? You're dead.

Turning and moving forward or backward won't get you past some of the game's most difficult levels. Practice strafing to realize how important it is.

LEAN AND PEEK



Can't see on the other side?



Press and hold your Activate button and lean left or right with the left control stick to do a quick check.

Leaning and peeking around corners exposes little of your body, letting you glimpse what's out there with minimum risk. It's useful for sneaking up on enemies.

You can peek both standing and crouched. It's a good stealth move and perfect for sniping. Peek around all corners where you think the enemy may be lurking. It may save your life.

The only drawback is that you can't fire a weapon while leaning. You can use a Scope or the Binoculars to magnify the scene, but the angle is too awkward to get off a shot.

RUNNING BACKWARD

Running backward is another helpful trick for staying alive. When you encounter a vast number of hostiles in an open area, you want to haul ass. Firing your weapon while moving backward sends them for cover. Add strafing to avoid some of their fire. Leave explosives for any who follow you. This buys you time to reach cover.

Combat Tactics

CIRCLE-STRAFING

In close-combat situations, circle-strafe around the enemy. Keep your eyes on the enemy and move in a circle around your foe, firing all the while. It feels weird at first, but when you get the hang of it you'll recognize its importance. Circle-strafing lets you inflict a lot of damage on an enemy while making yourself a difficult target. Mix it up, reversing direction from time to time so your enemy can't anticipate your position.

To circle-strafe, move either to your left or right while moving your Look control stick so the crosshairs never leave your target. Walk forward and backward to adjust if you drift too close or too far from the enemy. Constant motion keeps you safe.

Keep track of your ammo while firing. When you come to the end of a clip, reload or switch to another weapon while you continue circling. To stay alive, keep circle-strafing and stay close. Don't move back and don't stand still, or you're dead.



NOTE

Circle-strafing is more important when you fight the bosses. In fact, it's key to defeating some of them.



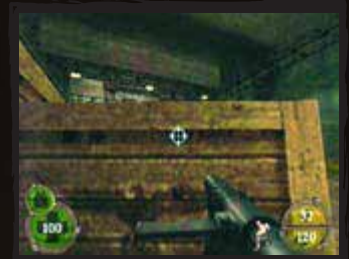
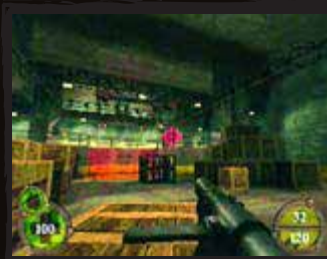
TIP

The circle-strafe takes practice. You waste a lot of ammunition if your aim is off. Try it in the earlier missions to warm up for the situations in which you need to do it well.

SIDE-TO-SIDE STRAFING

Side-to-side strafing moves you out of the way of incoming fire and makes you difficult to re-target. To do this, move left and right without turning your view. Keep your target in the crosshairs as you do this. Another name for this is "jinking." The biggest benefit is that you can move in one direction while firing in another. This helps when running for cover. Use a sideways motion while you cover your own movements with a few machine gun fire bursts.

DUCK AND COVER



Squeeze off some rounds and... ..get back to cover!

Duck and cover is a tactic that involves popping out of cover just long enough to shoot off a few rounds, then returning to cover. You can do this from any cover—around a corner, behind cargo boxes, or even behind trees. This is more effective than rushing enemies, especially if you are low on health. Do not use this tactic if enemies are close enough to go around your cover. If they charge, stop them before they reach you. When they've closed the distance, revert to other tactics such as circle-strafing.

REVEAL AND RETREAT



Yes, they are in here. Get to cover!

This technique is helpful when an area looks safe, but could suddenly flood with enemies. Proceed slowly through the area. When an enemy reveals him- or herself, retreat the way you came and take cover. The area you passed is clear, so now you

only face the enemy you've seen. If you continue forward without knowing what's ahead, you could run from that one guard and trigger two more. Better to face one enemy at a time instead of three. Do not stand your ground if you're in trouble. There is no shame in retreat. When cover is established, use the duck-and-cover technique to eliminate those poor saps.

If the enemy is overwhelming, retreat to cover. One situation is to retreat down the hall and go around a corner. The enemy probably goes after you, which means

MAP BRIEFING

they string out into a line. Leave a Grenade for them or wait for them to come around the corner, then mow them down.

If they string themselves out, your job becomes easier. Imagine facing five guards in a group, all firing at you. Now imagine five guards coming around a corner one at a time. Much better, huh?

Infiltration Tips

CONSERVE YOUR AMMO

Use the ammo you find on the corpses of your enemies. Your weapon choice is determined more by what ammunition you find than by what you want to use. Grab ammunition from any bodies you encounter. Don't waste ammo. Fire in short bursts and stop when your targets fall to the ground and drop their weapons. Go for headshots. If this is not possible, go for the chest area.

Keep your weapon loaded to its maximum clip capacity. When you switch weapons, remember that putting the weapon away does not automatically reload it. Avoid reloading in battle or while exploring an unknown area. Make it a habit to reload whenever you have free time in a safe area.



REMEMBER TO SAVE

Saving a game is crucial to beating a mission, and valuable when you're killed fighting a boss. Without a convenient save, you have to play through the whole section again to get to the boss—only, most likely, to be killed again. If you saved, you start nearby, wiser and less frustrated. You can try to iron man the game, saving only at the beginning of a level (or not at all), but we won't be there to hold your hand as you cry after dying in the last mission with no saves.

EXPLORE EVERYTHING!



Hmm...can this be a hidden entrance?

When you get stuck, it may be because you did not explore the level thoroughly. Did you kill all the enemies? Did you miss a switch or lever? Did you read the walkthrough? We give you a clear path through each level, so refer to the

walkthrough as you go. If you're stuck, move through the level again. Take time to check items or breakable objects. To save ammo, use your Combat Knife. Shoot oil drums. They may explode and reveal a secret passage. The distinguishing feature in a room may reveal another goodie.

EXPERIMENT

How many slashes does it take to kill a zombie with a Combat Knife? What happens if I try to ride on top of the cable car? Save your game if you're going to try potentially lethal things. Have fun!

MAP BRIEFING

These maps of areas you'll be infiltrating are based on OSA and resistance intelligence reports. The circled letters mark where parts of the map connect. If you see an "A" at the top of a flight of stairs, there's another "A" showing the area to which those stairs lead.

Also, the arrows marked on a flight of stairs point down. If you move in the direction the arrow is pointing, you're headed downstairs. Go opposite the arrow, and you're climbing upstairs.

We also received intelligence that allowed us to pinpoint locations for items and information that will help complete your objectives. The pins on the map mark ammo (clips of bullets, extra weapons, or Grenades), health (either First Aid Kits or Meals), armor (Flak Jackets and Armored Helmets), secrets (Secret Areas), switches (door and panel switches you can activate), and Treasure Items (remember to return all the treasure to the proper authorities, soldier).

MAP LEGEND

Icon What It Represents

	Ammo
	Health
	Armor
	Switch
	Secret Area
	Treasure Item





MISSION 1: PROLOGUE

Part 1: Ras el-Hadid

OBJECTIVES

1. Destroy all radio equipment.
2. Make your way through the village.

Secret Areas: 3
Treasure Items: 2



OSA Mission Orders

You'll need to split up from Agent One and make your way through the village to the Nazi command post. Agent One will attempt to contact you by radio during your mission to give you updates. We suspect that the locals are being repressed by the occupying Nazi force, but wouldn't be surprised if some have been hired to keep an eye on things. If you encounter any resistance on the way to your objectives, it must be eliminated as swiftly as possible.

We suspect that the Nazi command post will contain some information relating to the Nazis' activities in the area. Obtain any documents that you are able to find.

Objective: Destroy All Radio Equipment

Welcome, Captain Blazkowicz. You have been reassigned to help the OSA, an allied intelligence effort between the U.S. and Britain. They have a top secret mission, and they believe you are the right man for the job. With the help of one of Britain's top agents, Agent One, you are going to northern Egypt to investigate the presence of Heinrich Himmler's SS Paranormal Division.

When in Egypt, Agent One believes you should split up between the village command post and the archaeological site on the village's outskirts. Alerting the Nazis to your presence may compromise the mission, so be careful and leave no survivors.

Go right and sneak up behind the guard walking up an alley. Pull out your Combat Knife to attack the guard, avoiding any noise that would attract distant guards. When a Backstab Hint Icon appears, slice away. The soldier will fall at your feet, dropping Grenades for you to use. If you alert him before killing him, he won't drop anything.



TIP

When sneaking up behind enemies, walk slowly or walk while crouched to ensure your silence. Once behind them, look for the Backstab Hint Icon to appear (while equipped with the knife), then stab away.

MISSION 1: PROLOGUE

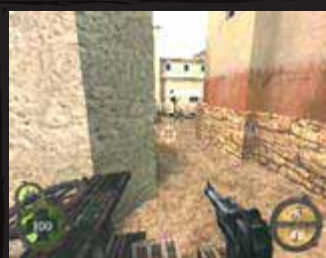


The archway along the right wall is your next point of interest. Follow the hall into a small room where another guard waits with his back turned. Sneak up and insert your knife into the back of his head. Collect the health and 9mm rounds from the table along with whatever items the soldier dropped, then exit to the alley outside.



Before running up the path, hop atop the crates across from the archway for some more 9mm ammo. You can never have enough ammo when dealing with Nazis. Jump down and continue on your way.

A downed cart occupies the last corner of the alley. Take cover behind it and plot your course of action in the area ahead. A soldier lurks behind the stand with the canopy (he may shoot at you). Shoot the guard while he is behind the stand. Otherwise, look for him to be ducking to the stand's right as you enter the area.



Approach the stand with caution—the guard is waiting for you to come into his sights. Look for him to the stand's right and open fire. Retreat into the alley for cover if you need to reload. When the coast is clear, read the message posted on the wall near the stand to learn of the village-wide curfew. Walk upstairs when finished.



At a door under a canopy at the top is another guard. Shoot him and step over his body to collect the ammo and the health pack from atop the crates, if you need them.



CAUTION

A Nazi guard may come out from the next door if he hears shooting. Watch for him to appear in the doorway as you collect the goodies. Otherwise, fire as you approach the next door.

TOP SECRET

There is some lattice along one of the outside walls of the small room that housed the ammo and health. Break the lattice and collect the Armored Helmet and Luger from the secret area.



At this stage in the game, conserve ammo. A kick or two breaks the lattice, saving your precious ammunition.

Enter the door near the ledge overlooking the covered cart you ran past earlier. The door to the right is locked, so move to the hole in the wall. Jump on the ledge and crawl through to the other side, smashing pottery as you go.



Follow the hall left and up some stairs. At the top a Nazi fires at you from across the room. A few shots and he's down for the count.



TIP

Save your game as often as you want. Doing so means you don't have to start from the beginning each time you die.



Run into the room to your left. Collect the First Aid Kit and ammo off of the shelves. Head into the other room and go left. Run into the room that last Nazi came out of for a bottle of 1938 Latour, a First Aid Kit, and a note on the bed about the operations going on in Egypt.



Follow the remaining doorway outside to a large balcony, grabbing the Binoculars from the desk as you go. A Nazi is making his way, gun ready, up the stairs at the far end of the balcony. Stand in the alcove near the steps and take aim. When he appears in your sights, blast him until he falls. Don't move yet because another guard races up to join in his friend's fate.

When they're both dead collect the guns they drop for your troubles. Walk down the steps.



PRIMA'S OFFICIAL STRATEGY GUIDE

The courtyard is a hub for several Nazi soldiers, so keep your finger on the trigger. At the bottom of the steps, turn right and sneak into the supply room. As you near the room, a soldier comes into view inside. Take aim at the unsuspecting soldier's head and fire. One well-placed shot will drop him, giving you full access to the First Aid Kit and ammo that reside there.



Objective: Make Your Way Through the Village

TOP SECRET




Some of the secrets are as easy to uncover as breaking a board on the wall. Have at the board on the supply room's wall with your knife or kick it. When it breaks, a Gold Bar is your prize.



This board is all that stands between you and a Gold Bar.

TIP




Backstabbing the radio operator causes him to drop a First Aid Kit, a bonus he will not drop if you kill him by any other means.

The radio equipment is yet to be seen. Head to the courtyard and shoot the gunman on the balcony in the distance to the right. When he falls, run for the hall under the flight of stairs. A guard protects the room inside. Shoot the Nazi. Pick up the First Aid Kit on the ground by the nearby gate if you are wounded. Enter the room.



NOTE



The Nazis in the courtyard area may leave their posts to join in any activities they hear. Be alert.



Sneak down the steps as you enter the next room. With the guard in the hall out of the way, the soldier working the radio equipment is alone, in a vulnerable position. Sneak up on the unsuspecting radio operator and stab him in the back. Break up the radio equipment by whatever means necessary—objective complete! Get out of here and grab the Grenades

from the hall if you haven't already. Read the note on the table and run into the courtyard.

TOP SECRET



Before finding the exit, there is one more secret to uncover. Run through the courtyard and find the balcony where you shot the sniper earlier. Climb the ladder to the right to get up to it. Break the crate you find up there to be rewarded with a treasure.



This board is all that stands between you and a Gold Bar.



Now that you have robbed the village of its hidden goods, walk into the passage under the balcony. A soldier waits for you to enter the hall from behind the crate to the right as you enter. Be quick on the trigger and kill the Nazi before he can deal out too much damage of his own. Continue to the gate, ending the level. Remember to save!

MISSION 1: PROLOGUE

Part 2: Ras el-Hadid



NSA

Mission Orders

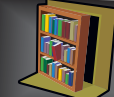
NO NEW INFORMATION AT THIS TIME

You'll need to split up from Agent One and make your way through the village to the Nazi command post. Agent One will attempt to contact you by radio during your mission to give you updates. We suspect that the locals are being repressed by the occupying Nazi force, but wouldn't be surprised if some have been hired to keep an eye on things. If you encounter any resistance on the way to your objectives, it must be eliminated as swiftly as possible.

We suspect that the Nazi command post will contain some information relating to the Nazis' activities in the area. Obtain any documents that you are able to find.

OBJECTIVES

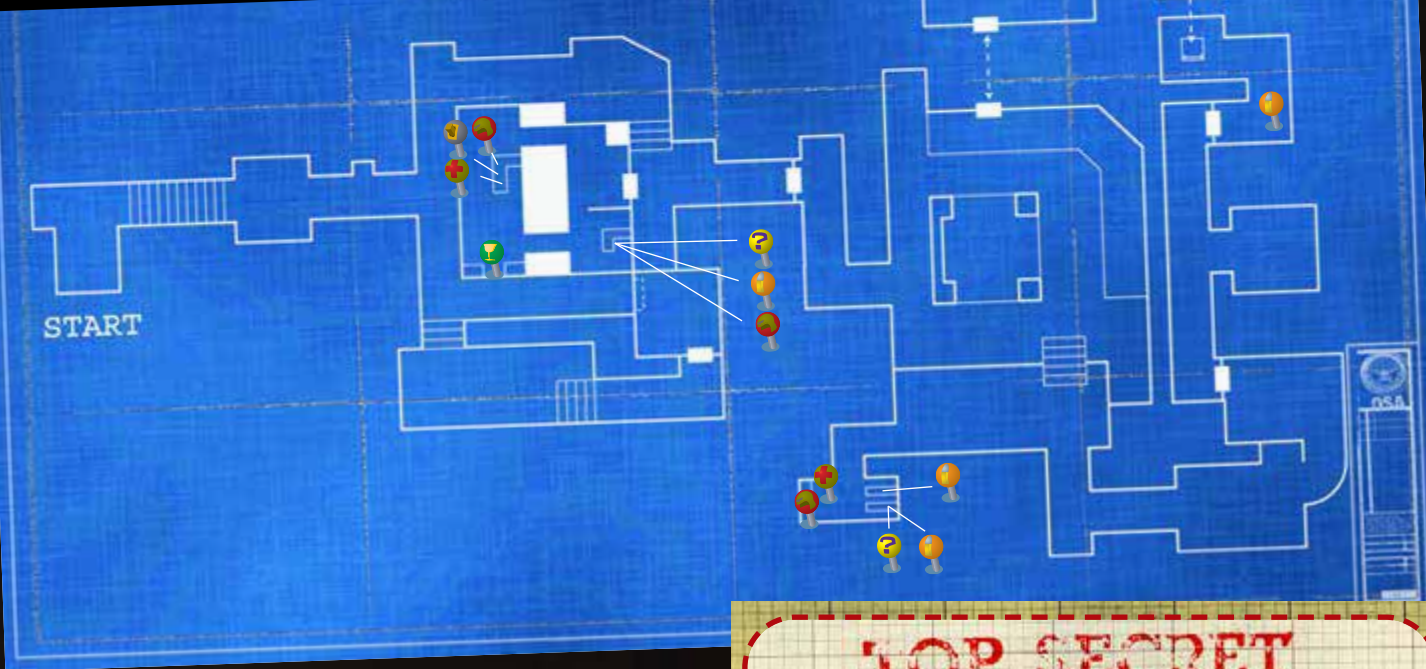
1. Contact Agent One by radio.
2. Gain access to second courtyard.
3. Locate a better weapon.



Secret Areas: 4



Treasure Items: 2



Objective: Contact Agent One by Radio



Go down the stairs to the right as you begin your journey through the inner city. Wait at the bottom for a soldier to cross the opening at the pathway's end. As he passes to the left, move in behind him and jab your Combat Knife into his back.

TOP SECRET

Turn and walk down the street in the direction from which the soldier was coming. At the base of the steps, turn left to a grating under a balcony. Break the grating to uncover a secret area.

Crouch and crawl into the newly opened space. Collect the Grenade bag and the medium First Aid Kit. Hop out and run to the nearby steps.



A kick or two will break this grating enough for you to squeeze into the hidden area for supplies.

Sneak upstairs and into a room containing radio equipment. You could contact Agent One with it, but first you must remove the gentleman using it. Creep up behind him and stab him in the back of the head with your knife. Step over his body and press the button to contact your fellow agent.



When Agent One has filled you in, run up the stairs near the radio to a door at the hall's end. Fling open the door. Flank around to the left and kill the guard at the table with your blade.

Objective: Gain Access to Second Courtyard

Read the note on the table. Hop over the railing nearest the table. The door ahead to the left leads to a building full of Nazis about to enjoy Hot Meals. Killing them means food for you. Run through the door and go left into a room containing a man standing behind a bar. Shoot him before he pulls his gun.



This blast is going to alert the remaining guards, so take cover behind the bar. Soldiers file through the doorway ahead and from the hall from which you just came. Shoot them down as they appear.



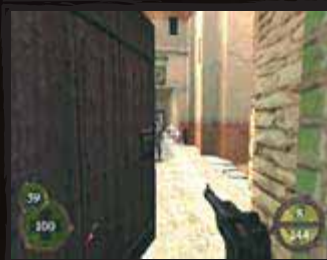
When you've killed them, break up the place and go through the doorway ahead into the kitchen. Eat the Hot Meal before it cools and try on the Armored Helmet on the counter.

TOP SECRET



On the kitchen counter's inside corner is a small red button. Press it and a wall opens to the left, revealing two Gold Bars.

This button is tough to see. Keep your eyes peeled.



Leave the building the way in which you came and ready your pistol for the soldier standing outside. As he falls, the gate opens across the way, giving you access to the second courtyard. Walk through the gate to make it official, then save.

Objective: Locate a Better Weapon



Round the corner to the courtyard, where a man behind the arched lattice fires at you. Wait for him to come back into view on the left and fire back, dropping him for his MP40 machine gun. Pick up the gun and circle around the pillared structure to the left.



A soldier with an MP40 stands on the platform. Try out your new piece of machinery. More guards come from this area. Take them down, using the pillar for cover and to reload. Three soldiers will fall from that area.



NOTE

A note to the left of the locked doorway in the courtyard reads "Achtung! By order of Major Gerhard Wechaler of the Third Reich, these premises are closed to the public until further notice. Anyone found trespassing will be shot on sight." So that's why the Nazis are shooting at you. If only they had put the sign on the courtyard's entrance.

MISSION 1: PROLOGUE

The courtyard holds a sniper. He is in an open window high along the wall to the left of the platform at which you were just firing. Put a few rounds into his window until the bullets stop. Grab the guns from the dead soldiers near the platform area.



A couple more guards run to meet you as you mount the platform steps. Greet them as you would any other Nazis running at you with guns. Enter the door to the left and follow the hall into a supply room containing ammo, health, and an Armored Helmet.



TOP SECRET

Walk into the supply room's back left corner. Break the wood along the bottom of the shelf to find a hidden stash of 7.92mm rounds.



Kick at the wood to find someone's hidden stash of 7.92mm rounds.



Run out to where the last duo of soldiers approached you. A red explosive barrel marks the next hall you must head down. Follow the hall outside and up a flight of steps. Enter the door at the top to find the sniper you killed earlier. His Mauser rests at his feet, waiting for your grubby hands.



A soldier comes into the hall to claim vengeance for his buddy's death. Send him away and run to the hall's end, through a door, and to two First Aid Kits sitting on a bench. Now that you are healed, continue down the hall to a hole in the floor.



Drop to the floor below and sneak into the carpeted hall. Hug the wall to the right as you creep down the hall. Turn into the hall on your right and kill the soldier around the next corner. The man he was talking to on the other side of the wall comes after you from the carpeted hall. Shoot him down as well.



When you shot the first man, a blocked door near the second man was blown open. Walk to where the first man stood to see what happened to the door. A couple of robed men with MP40s are at the scene of the crime. Strike them down while ducking behind the wall to reload.

TOP SECRET

Now that everything is quiet, return to the bookcase you passed on your way. On the case's right side is a book waiting to be pushed flush with the rest. When it slides back, the bookcase opens, relinquishing a Flak Jacket.





It pays to read, Blazkowicz. Slide that book back into its place to open the secret area.

Enter the door at the hall's end to the bookcase's left. Walk downstairs to get outside and to tango with another soldier. Run down the hall ahead when you have had your fun, and follow it to the right. Through the gate is the exit. Nice job, Blazkowicz.




Part 3: Ras el-Hadid

 Secret Areas: 3	 Treasure Items: 4
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- OBJECTIVES**
1. Contact Agent One by radio.
 2. Infiltrate the Nazi headquarters.
 3. Obtain Nazi documents.



 **OSA** **Mission Orders**

NO NEW INFORMATION AT THIS TIME

You'll need to split up from Agent One and make your way through the village to the Nazi command post. Agent One will attempt to contact you by radio during your mission to give you updates. We suspect that the locals are being repressed by the occupying Nazi force, but wouldn't be surprised if some have been hired to keep an eye on things. If you encounter any resistance on the way to your objectives, it must be eliminated as swiftly as possible.

We suspect that the Nazi command post will contain some information relating to the Nazis' activities in the area. Obtain any documents that you are able to find.

Objective: Contact Agent One by Radio



Run ahead, taking the right-hand hall. Don't make any noise that might attract the soldier walking into the room on the right. As he enters, kill him with your knife and enter the wine cellar.

MISSION 1: PROLOGUE

TOP SECRET

Between the two large kegs in the room is a barrel. Break it to get at the cabinet behind it. The cabinet holds some Latour and a clip of 7.92mm rounds. Smash open the cabinet to obtain the items.



This cabinet does not open with ease. Break it open with your foot to claim the contents.

Exit the wine cellar and run right, stopping to read the note posted on the wall at the hall's end. Follow the alley to the right to a door on the left. Two soldiers are in this room, but they may walk out to get some fresh air. No matter where you see them, kill them both.



Enter the building and walk to the open doorway ahead. Stop in the first door you come to on the right for an Armored Helmet. The open doorway leads to a room where a guard stands over a Hot Meal. Sneak behind the man and stab him for his food.



With a full belly, exit the room and turn left down the hall to another door. Open the door and kill the soldier standing guard at the gates ahead. He falls to the floor, granting you passage to the alley on the right. Walk down this alley to a door on the left.



Open the door and creep into the next room. A man stands over a radio, a radio you could use to contact Agent One. Sneak up on the man and dispose of him. Push the button on the radio to contact One and complete your first objective.

Objective: Infiltrate the Nazi Headquarters



Now that you are up to speed, return outside. A soldier stands on the other side of the gate ahead with his gun pointed at you. Return fire and walk up the path to the right to the gate you passed earlier. Another soldier stands guard there. Drop him.

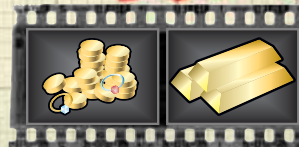


Before running through the gate to infiltrate Nazi headquarters, look at the roof above the palm tree to the right. Agent One has taken a post here, firing onto the soldiers in the courtyard. Let him have his fun before jumping in to clean up the survivors.

Use the boxes and trucks for cover when inside the courtyard. Agent One fires on the soldiers until they all bite the bullet. Watch the direction of his gunfire to find the location of the remaining guards and give him a hand. If you keep your distance from the guards as they fire at Agent One, they will not return fire to you as you mow them down.



TOP SECRET



Now that you can move about the courtyard freely, walk to the covered well near the green truck. Kick open the well cover and hop down the well. At the bottom is a pair of Gold Bars.



Make sure there is a ladder before hopping down a well to look for gold.

Objective: Obtain Nazi Documents



Run up the path to the only door in the courtyard. Follow the hall and go up a flight of stairs. To the right is a soldier with his back to you. Bring him down before he realizes a man is behind him. A couple more Nazis join you in the hall for a quick lesson in marksmanship.



Enter the door on the left to find an alert guard. Remove the hat from his head with your MP40 and collect the various items from the room. The loot includes a Grenade bag and the Corps Documentation you have been instructed to retrieve.



Enter the room at the hall's end for a First Aid Kit, some ammo, and a way out. Read the note on the desk. Before jumping from the balcony, there is one more thing you must do.



TOP SECRET

Activate the picture on the wall to expose a switch. Pull the switch and grab the two Gold Bars from the opened hatch in the floor next to the door.

This picture slides away to reveal a switch.



Hop out the balcony to the floor. Run straight ahead and round a corner to the left. When the truck in the distance moves away, you can see Agent One clearing out the guards. Run down and assist him. Follow him to the exit.

TIP

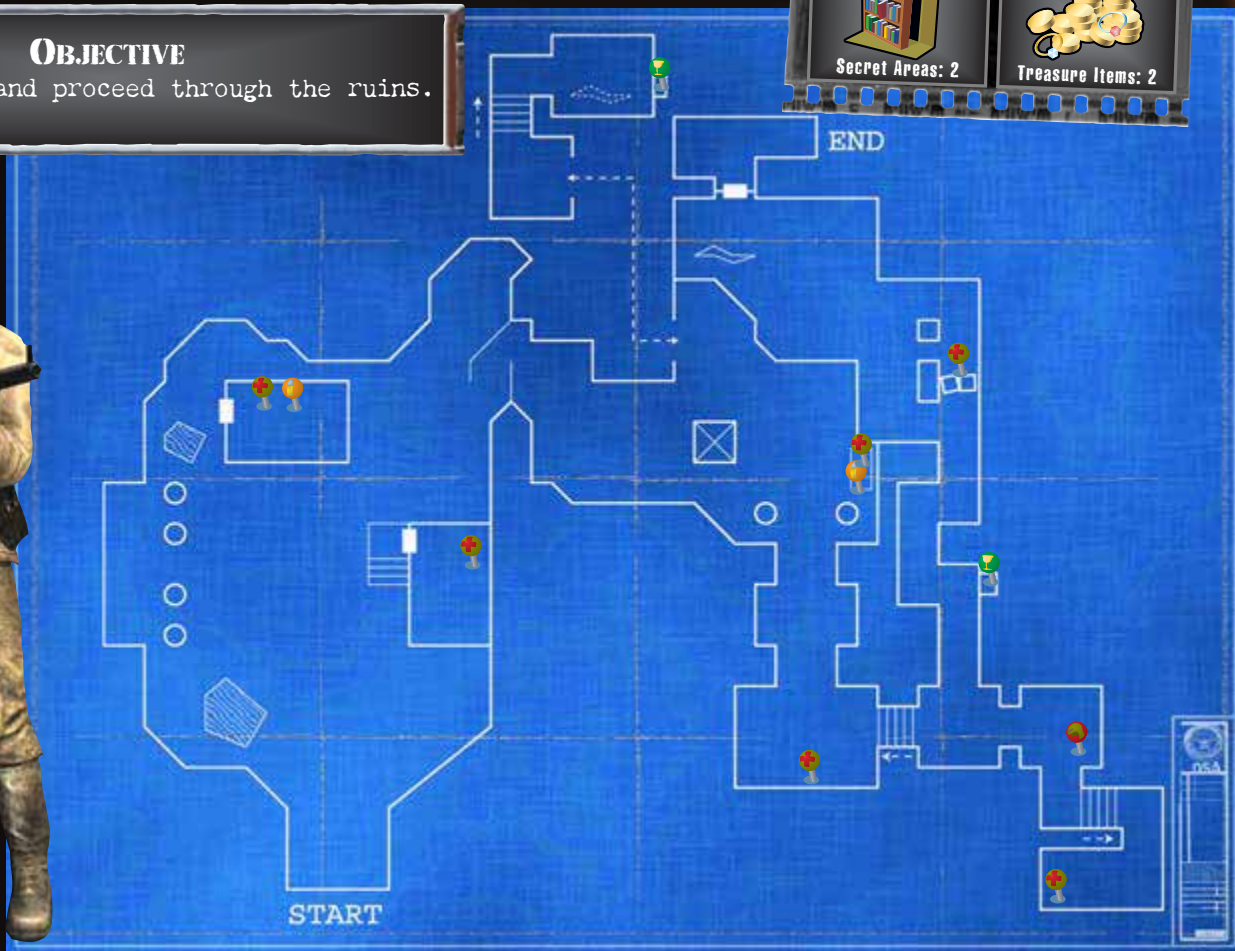
There is a First Aid Kit by the sandbags on the ledge near the truck. Grab it on your way to the exit.



Part 4: Ancient Ruins

OBJECTIVE

1. Investigate and proceed through the ruins.



NSA

Mission Orders

There isn't a lot of information about these ancient ruins. The history books tell us this place was a temple where the Egyptians brought criminals to be tried, executed, and then mummified. It was thought that many were buried alive and if disturbed would come back to life and eat the living.

This has kept the locals well away from the place, even though there are thought to be ancient treasures hidden within.

We doubt the Nazis are trying to get a hands-on history lesson here, so it is up to you to figure out what they are really doing. And, if possible, stop them.

Your orders are to proceed into the Tombs, attempt to capture Helga von Bulow, and disrupt the Nazi operations by any means necessary. Helga should be somewhere in this area, but you must work quickly to stop her.

Objective: Investigate and Proceed Through the Ruins

The building on the right is the first stop on your way to the Tombs' entrance.

Sneak toward the building with your gun pointed at the window. When the soldier's head comes into view, pull the trigger. Another soldier is inside, so swing open the door and let loose a stream of bullets. Read the note on the table and grab the health.



The gunfire has alerted a soldier from the building ahead. Look out the window to see him running toward you from the right, near the truck. Shoot him down when he comes into view, then exit the building. Another building is ahead near the tall floodlight.

The door to the second building is on the left side. Open it and open fire on the unsuspecting soldier. Take a look at the note he was reading, then raid the place for health and ammo. Exit the building and run for the hill of rubble that the trucks are facing.

Climb the rubble to bring yourself face-to-face with a couple of soldiers. Plow them with gunfire and sit tight. More soldiers are on their way. Take cover behind the crate by the palm tree. Use this spot to take cover and reload. Continue killing until the coast is clear.



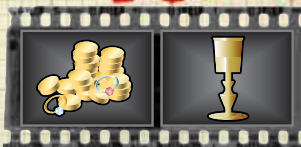
The hall next to the table leads to a flight of stairs. Take the stairs down to a soldier. Put him out of his misery and collect the health from the room.



Return up to the hall you passed earlier and get your MP40 ready. A couple of soldiers may be waiting for you at the top of the stairs along the way. Drop them and carry on down the unexplored hall.



TOP SECRET



Walk to the left of the large obelisk to find a door. Walk down the hall to a room where a soldier stands close to a gas barrel. Fire a few rounds into the barrel to ignite a soldier-blasting explosion. The explosion also opens a portion of the wall. Examine the new space to find a Chalice.



Don't waste time shooting the guard. He will blow up when the bullets penetrate the gas barrel.

TOP SECRET



At the top of the hall's incline is a broken wall on the right. Fire a few shots into the wall. When the dust settles, you find a shiny Gold Bar. Grab it and continue.



Though the cracks are hard to see, you can smash this wall to reveal a Gold Bar.

Run along the hall up some steps and outside. Turn right to find a nearby soldier. Kill him and duck into the small room on the right. Grab the health here if you need it and reload your weapon for the soldiers who have come to avenge their comrade's death.



Exit the room and return to the clearing containing the obelisk. Under the columns nearby is a well-lit area. Walk in and creep toward the room at the end of the hall. As you near the room, two soldiers pop out from each side of the path and unload in your direction. Drop these punks and move on. Another soldier confronts you as you enter the room, but he folds fast. Save your progress.

Grab the large First Aid Kit from the table. Walk up the steps and run across the hall leading left and into another room. A soldier needs to be removed from the premises, along with another soldier who may have been alerted when you crossed his path running into the room. Grab the Flak Jacket from the table when the place is quiet.



It doesn't take much to stifle the intentions of the trigger-happy Nazis. When the coast is clear, run to the archway near the giant crack in the floor. Proceed to the exit. You have found the Tombs.



NOTE

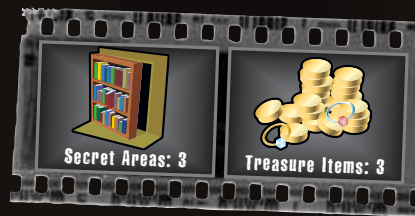
If you fall through the crack in the floor, you will land in the room where you found the Chalice.

Part 5: Burial Chamber



OBJECTIVES

1. Find an entrance to the Tombs.
2. Gain access to the lower Tombs.



OSA

Mission Orders

NO NEW INFORMATION AT THIS TIME.

There isn't a lot of information about these ancient ruins. The history books tell us this place was a temple where the Egyptians brought criminals to be tried, executed, and then mummified. It was thought that many were buried alive and if disturbed would come back to life and eat the living.

This has kept the locals well away from the place, even though there are thought to be ancient treasures hidden within.

We doubt the Nazis are trying to get a hands-on history lesson here, so it is up to you to figure out what they are really doing. And, if possible, stop them.

Your orders are to proceed into the Tombs, attempt to capture Helga von Bulow, and disrupt the Nazi operations by any means necessary. Helga should be somewhere in this area, but you must work quickly to stop her.

Objective: Find an Entrance to the Tombs



Figure out a way into the Tombs. Follow the hall to the left, then run to the right side of the statue in the courtyard's center. Shoot the guard standing in the entrance to the tunnel on the right before he gets a shot off.



Move around the left of the statue and shoot the guard who runs over to help his dead friend. Circle the statue to find one more thug. Put him down with a few deadly bullets and get ready for some exercise.

TOP SECRET



Climb the scaffold near the courtyard's entrance to find a gold bar in an open crate.



A little climb can reap great rewards.

Climb the other scaffold in the area for some 9mm ammo. Behind the stack of crates in the back of the courtyard you'll find a First Aid Kit and a dead end. Head for the tunnel entrance where you shot your first Nazi.



Follow the tunnel to another courtyard, where you're greeted with gunfire. When the bullets stop coming, run through the next area and stop at the archway. Creep around the corner and blast the fool to the left.

Continue left and keep the square building in the center of the courtyard to your right. Make a right at the corner of the square building and drop the Nazi who tries to shoot you from the other side. With the area clear, go inside the building and drop through the hole to enter the Tombs.



Run into the tunnel that the last guard came out of until you get to a room with a ladder. A guard above tosses a Grenade into the hall, so back into the room and shoot him down.

Objective: Gain Access to the Lower Tombs



When you're in the Tombs, grab the First Aid Kit on the crate nearby. Follow the tunnel as it winds left and right until you get to a room at the end. Run to the closest pillar and peer around the right to shoot the Nazi nearby. Peer around the left and shoot the guard who runs into the room to see what's going on.



Run up the stairs that last guard came from and follow the hall to a large room. It's filled with Nazis, so run to the tunnel across the way, ignoring the bullets hitting around you. Once in the tunnel, dispose of the guard to the left.

Grab the First Aid Kit at the dead end and return to the tunnel entrance. Keep to the safety of the entrance and shoot three Nazis that get in your line of sight. Poke your head out and shoot the guard in the far left corner.



Before you climb the ladder, run back to the big room and find an active elevator to the right. Stand next to the pillar and wait for the elevator to get there. It rises to your level, revealing a Nazi with his back to you. Shoot him in the head.



TOP SECRET



A odd switch in the sniper's roost leads to some nice gold.

Run back into the room with the ladder leading up. Climb to the top level and follow the hall until you see the big room. Activate the switch on the left wall to open a secret compartment across from it. Collect a gold bar to add to your collection.

TOP SECRET



There's the last treasure item. It should be a piece of cake to get it now.

Follow the U-shaped hall leading from the large room to find another secret area. Break the wall between the two flames and activate the switch. The wall behind you opens up, revealing a Pharaoh Bust. Don't stray off the path leading to it or you'll fall to your death in a pit of spikes.



NOTE

Use the Mauser on enemies on the other side of the room and the MP40 on those that sneak up close. Be ready to switch weapons in a hurry.



Come out of the room and blast the Nazi to the left. Keep your eye in that direction because another guard comes out of a tunnel to investigate the noise. Splatter him on the floor then back out of the tunnel and aim high on the left wall. Shoot the sniper before he gets a shot off.

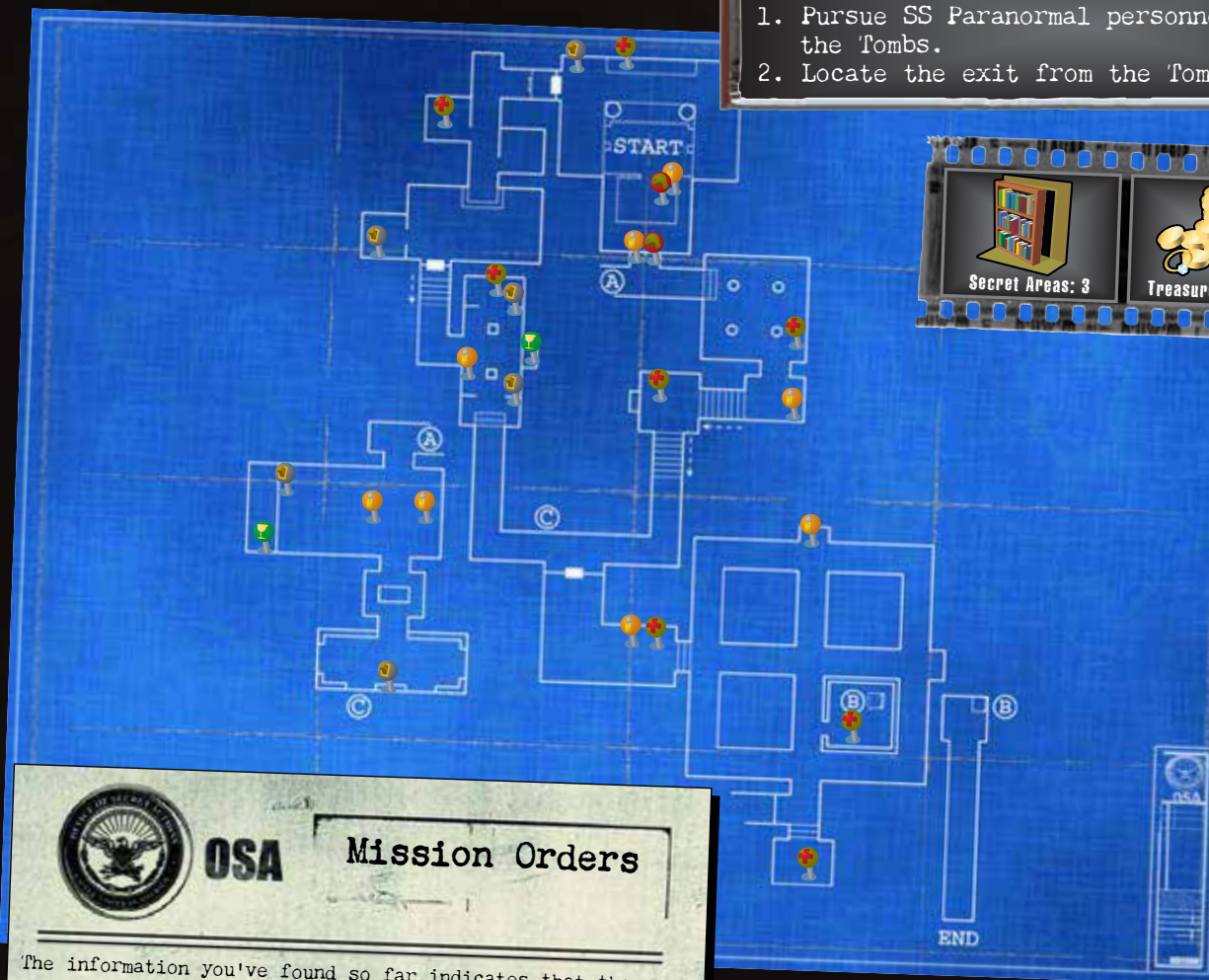
With the area clear of enemies you can collect some supplies. Climb a stack of boxes in the room's center for a large First Aid Kit and inspect a table nearby to find an MP40 and an Armored Helmet. Behind the table is another First Aid Kit. Jump on the elevator when you're done to enter the lower Tombs.



Part 6: Buried Alive

OBJECTIVES

1. Pursue SS Paranormal personnel through the Tombs.
2. Locate the exit from the Tombs.



OSA

Mission Orders

The information you've found so far indicates that the Nazis are attempting to locate some tablets. It is imperative that you retrieve these tablets so that we can determine exactly what the Nazis are up to.

It appears the Nazis have also unleashed something vile in their attempts to retrieve the tablets.

Although it looks like it is too late to stop them now, there is still time to find out where they are going. Make your way through the Tombs and meet up with Agent One.

Objective: Pursue SS Paranormal Personnel Through the Tombs



The elevator ride isn't smooth, but it gets you where you want to go. Move to the pillar and peek over the edge. Drop the guard below with a bullet to his head. If you are low on health, jump to the ledge, which holds a First Aid Kit.



Fall to the ground and shoot the guard standing under the landing on which you just were. Get some ammo and an Armored Helmet he was guarding. Activate the switch near the first casualty to open the nearby door. Go down the ladder and enter a hall to hear the sounds of a battle at the other end.

Run to the first door in the hall and shoot the ugly zombie blocking your way. Enter the room and face the door to shoot another zombie that comes charging in. Kick or shoot the zombies' bones to keep them down. Grab the First Aid Kit on the crate if you need it.



When you leave the room, head right. Mow down any zombies or guards still alive after the fighting you heard earlier. You won't get far before a zombie breaks out of the wall behind you. Drop it before it drops you.



Continue down the hall and into the gated room to the right. Step over the blood-smeared floor and activate the switch on the wall to open the next door. The short flight of stairs might look harmless, but it's a deadly trap. Jump up and over the stairs or blades come out of the walls to slice you into little pieces.



The next hall leads to a room where you can hear the sounds of another battle. That lone guard is no match for two upset zombies. Finish what he could not and send the creatures back into the earth. Collect ammo from the table nearby and a First Aid Kit from the back room.

TOP SECRET




This wall looks funny. Smash it.

A short flight of stairs ends at a small landing where more stairs ascend to the right. Before you go up, smash the wall to the left to reveal a secret area and a precious gold bar.

After climbing the stairs and grabbing the First Aid Kit, you come across a battle between Nazis and zombies. Shoot the guard trying to escape and anyone behind him.



Pick up some ammo from a nearby crate and look into the next room. Another battle ensues inside. Go in and mop up any survivors.

TOP SECRET




The obelisk room holds a golden treasure item for you. Two walls near the obelisks contain darker bricks. Hit these bricks to open a secret area in the center wall between them. Jump inside to grab the Pharaoh Bust.

The bricks you need to hit are hard to see, but activating both reveals a wonderful treasure.



Snatch the First Aid Kit and move into the next hall to find a zombie having a snack. Kill it, then return to the room you just left to deal with another zombie that escaped from its sarcophagus. Give it a beat-down before continuing along that hall.



Enter the next room and quiet the noisy Nazi to the right with a few bullets to his head. Collect the ammo on the sarcophagi.

Run upstairs and follow the hall to the left. You'll get halfway down the hall before you hear a crashing sound. Shoot the zombie that broke free from the wall ahead of you. After you dispose of it, turn around and dust the zombie trying to sneak up behind you.



MISSION 1: PROLOGUE



Objective: Locate the Exit from the Tombs



Fall to the floor below and follow the newly accessible hall. Shoot the guard who rushes you after you turn the left corner. Pick up some First Aid Kits and ammo on the crates stacked against the left wall. Load up because you won't be coming back.



After you enter the next room, the door behind you closes, locking you inside. Four decaying zombies meander about the area while a fifth heads for a side room to kill an annoying Nazi. Run to the left around the center structures to start killing.

TOP SECRET



A wall switch and a secret room here can lead to only one thing—gold!

On the right wall of the room containing three sarcophagi is a protruding wall switch. Activate it to open a secret door next to it. Enter the secret room and snag two gold bars.



CAUTION

Stay away from the center of the room for a while to avoid getting hit by gunfire as the Nazi in the adjacent room tries to shoot the zombie that's after him.



When you finish off the four zombies, head up the short flight of stairs at the side of the large room. If you let the fifth zombie do his job, the Nazi will be dead, leaving only the undead. A few bullets are all it takes.



Before you can leave the area, another zombie breaks free of a stone sarcophagus and tries to stop you. Mow it down and move to the entrance of another tunnel. Step on the floor switch to release some spikes ahead. Climb over the spikes until you get a zombie's attention and it charges you. When it gets into the bloody walkway, step on the

floor switch to activate the spikes and destroy the zombie.

Jump over the spikes and run into the next room. Face right and blast a zombie who stumbles from a hole in the wall. Grab the First Aid Kit if you need it, then pull the switch on the wall. A metal gate on the floor below opens—proceed through.



After the fifth zombie is out of the picture, there is an explosion. Get to the base of the stairs and face the large room. Two guards run out of the newly opened room. Mow them down with your MP40. Run upstairs for a First Aid Kit, then enter the room the two guards came from for one more. Descend the ladder and move down the dark tunnel to continue.

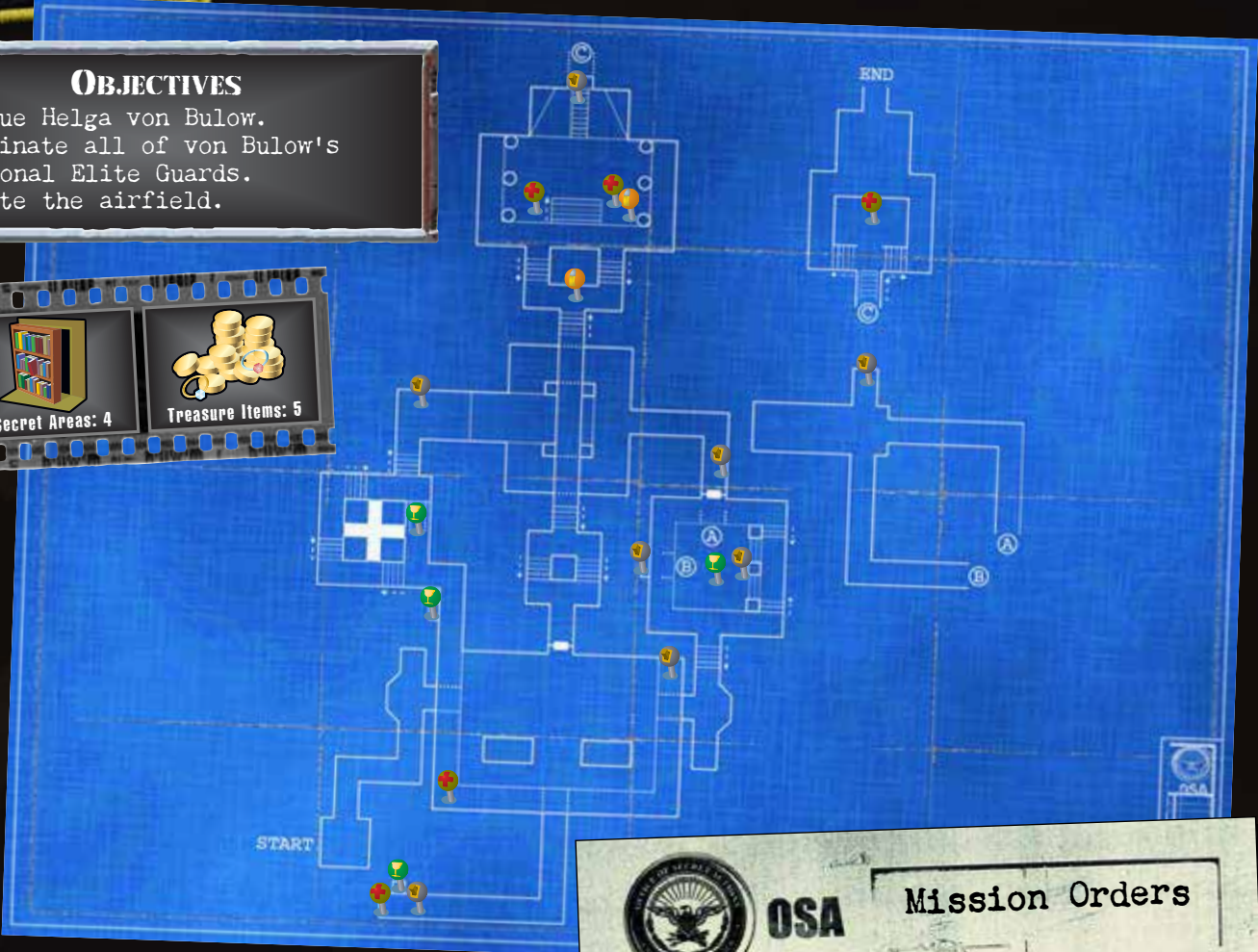


Part 7: Eye of Anubis

OBJECTIVES

1. Pursue Helga von Bulow.
2. Eliminate all of von Bulow's personal Elite Guards.
3. Locate the airfield.

Secret Areas: 4
 Treasure Items: 5



OSA Mission Orders

NO NEW INFORMATION AT THIS TIME.
 The information you've found so far indicates that the Nazis are attempting to locate some tablets. It is imperative that you retrieve these tablets so that we can determine exactly what the Nazis are up to.
 It appears the Nazis have also unleashed something vile in their attempts to retrieve the tablets.
 Although it looks like it is too late to stop them now, there is still time to find out where they are going. Make your way through the Tombs and meet up with Agent One.

Objective: Pursue Helga von Bulow



Get moving! Run down the hall and look around the corner. A zombie is trying to sneak up on you. Just stand there and watch. Eventually he steps on a floor switch and kills himself. That was easy.

Continue down the hall, avoiding the floor switch, and up the stairs. The room to the right contains some action. Drop the zombie that wanders over. Kill the other one near the metal bars to the left and grab some ammo on top of the stacked crates nearby.



Follow the wall to the right to a hall from which gunfire was coming. Sidestep into the hall and shoot the Nazi carrying the firearm. Move forward until you see another guard who heard the commotion and came to investigate. Drop him, then continue down the hall to get a First Aid Kit.

MISSION 1: PROLOGUE

TOP SECRET



When you get to the hall's end, face left to find an odd-looking switch on the wall.

Activate the switch to open a secret area across from it. Claim the treasure!

Secret wall switches lead to treasure nearby!



Make your way back to the room with the two Anubis statues. Between the two statues is a wall with a switch for you to activate. Run upstairs and follow the walkway to the left to reach a gate opening.



Go into the newly accessible hall and shoot the zombie around the corner. Turn the corner and look up to find a Nazi in a roost. Lay into him with your MP40 and continue on your way.



This way is a dead end, so follow the hall back to the room and down another hall to the right. You get to a walkway above a room with two large Anubis statues. Creep to the edge and blast the two guards below.

TOP SECRET



After you climb the first set of steps, take a gander at the wall filled with hieroglyphics. Since you can't read what the wall says, smash it to pieces. Maybe it said hidden treasure. Jump inside and capture your prize.

If you could read these hieroglyphics they would probably say "break for hidden treasure."

TOP SECRET



Follow the walkway around to the left to the middle part of the wall. Hit the wall switch in the alcove. The sarcophagus below opens up, revealing some Gold Bars. Fall to the floor below, grab the treasure, and remember the order of the pictures on the ground--you'll need to know it later.

Activate the wall switch above to reveal hidden treasure below.



Climb the stairs as they wind around the room. Use your guns to mow down the two guards near the top. Move to the entrance of the next room and kill the guard farther down the walkway.



Snag the First Aid Kit in the corner if you need it. You have a choice of two dark tunnels. Both meet at the same place, and both have an evil zombie waiting to eat your brains. Kill them and stop where the tunnels meet. Another short dark tunnel is nearby. Run to the end and activate the switch.



TOP SECRET



Push these pictures in the order of Lion, Pharaoh, Anubis, and Bird or you're in for a fire-filled surprise.

Before entering the next room, get more treasure. Do the paintings on the left wall look familiar? They're the same ones you saw earlier, but in a different sequence. Push them in the order of top left, bottom right, bottom left, then top right. Once you push the first picture, a metal gate crashes down, locking you in place. Push the paintings out of sequence and you're roasted alive. If you are too slow in pushing the paintings you're roasted alive. Do everything correctly and speedily to open a secret area in the wall behind you; it holds a treasure. The gates blocking your way open.



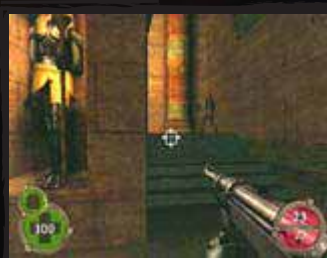
Follow the upper walkway around the room. When you get about halfway around you'll hear a rumbling, and a zombie breaks out of the wall in front of you. Kill it fast because another one pops out behind you. When both are dead continue to the end and activate the switch on the wall.



A guard appears in the hall across the way. Use the Mauser to put him out of his misery. Turn your attention to the ground below you and a little to the left. Another guard appears for you to shoot in the back. When both guards are dead, fall to the ground and go into the newly opened hall with stairs.

Objective: Eliminate All of von Bulow's Personal Elite Guards

Go upstairs and move right to see a Nazi having it out with the undead. Wait to see who wins, then congratulate the victor with a bullet to the head.



Step over the rotting corpses and follow the path up another set of stairs. An Elite Guard spots you from the path's far end. Retreat to the safety of the wall and let her come to you. When she gets in range, mow her down.



With the coast clear, follow the path downstairs and collect the ammo you find. Follow the hall to the left until you see a large room ahead. Don't run in yet; two Elite Guards are waiting to take you out.

First crouch and make your way to the stack of boxes ahead. When you enter the room, walls slide into place, sealing you in. Keep moving forward until you fall to the bottom floor to the left of the boxes. When the guards come around the corner in front of you, blast them.



When the coast is clear, grab the First Aid Kit on the stack of boxes to your right. Another First Aid Kit and some ammo are on a table nearby. Run up the stairs in the back of the room and press the triangle on the wall.



The stairs open to reveal another passage. Slowly go downstairs and shoot the Elite Guard when she shows her face from the room ahead.

Objective: Locate the Airfield



Collect the First Aid Kit from the room she was hiding in, then follow either of the side tunnels to a large hole in the wall. That's the airfield. You made it.

MISSION 2: OMINOUS RUMORS


Part 1: Escape!



- ### OBJECTIVES
1. Escape the dungeon by any means necessary.
 2. Locate Agent One.
 3. Locate the exit to the lower keep.

Secret Areas: 0

Treasure Items: 0

 **OSA** **Mission Orders**

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He has managed to partially infiltrate the SS Paranormal Division's temporary headquarters and has valuable information regarding their activities. Meet Kessler in the village near the archaeological dig site. He will have further information regarding your mission. Remember: If you or Agent One is captured, escape at all costs.

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Objective: Locate Agent One



This cell is not an ideal place to call home. Pick up the Luger from your first victim as you head into the hall.

Follow the cold stone hall past the locked cell doors and into a room with a large Nazi flag. Test the sharpness of your knife on the flag as you pass, making your way up the stairs. At the hall's end is a window to the right of a metal gate.



Peek through the window to see a scientist washing his hands of blood and guilt—no doubt the blood of your fellow OSA agent. Seems like perfect timing for you to quietly ram him from behind with your Combat Knife. It takes him only a few moments to wash his hands, so act fast before he turns around and calls troops to his aid.



While the scientist bleeds at your feet, read the note hanging above the sink. The corpse on the table is Agent One. Pull the switch on the wall near his body. Don't touch the current or you'll fall victim to the torturous device. Open the gate to the right of the sink when you're finished playing with electricity.



Objective: Escape the Dungeon by Any Means Necessary

Ignore the empty cell across from the gate, then head up the spiral stairs to find a Nazi soldier with his back turned (you may have already met him if you made a ruckus disposing of the scientist). With careful steps and a sharp Combat Knife, pierce his back. The door he was guarding is locked, so go through the gate you passed earlier.



Grab a First Aid Kit and ammo from a shelf in the room if you need them. Move through the door on the room's other side and down a short flight of stairs. The next door is blocked, so kick the loose boards on the floor to drop into an underground tunnel.



Follow the watery passageway until you can see and hear a couple of Nazis talking. Walk to the left of the door and use your pistol to blast the right one in the head. With the confusion that follows, dispatch the second one in the same manner.



The headless body is a gruesome sight, but don't go soft because more Nazis are waiting to fill you with lead. Look right to see a barred room across the tunnel and a couple of active soldiers. You'll get there soon enough, but for now shoot anyone you see if the coast is clear.



Now move up the stairs and around the top of the room to find the exit. A short tunnel leads to a walkway above the room you saw through the bars. Creep to the edge until you see the head of a Nazi soldier. Unload your MP40 to drop him. Two more soldiers are waiting to die below you if you didn't kill them earlier.

Objective: Locate the Exit to the Lower Keep



Fall down to the broken staircase and exit through the unlocked gate. Follow the stairs to the top until you see the back of an unsuspecting soldier. Sneak up behind him and put your knife in his back. Stealthily approach the guard in the next room and treat him the same way.



Grab the Hot Meal and ammo on the table if needed, then move to the barred window to spot an unsuspecting Nazi across the way. Mow him down with gunfire, then wait for his friend to rush you. Light him up as well.

With everybody dead, grab the First Aid Kit and MP40 at the end of the passage. Go through the nearby door and down the stairs. Stay at the base of the stairs until a guard walks by from the left. Shoot him, then shoot the guard in the room to the right.



Collect an Armored Helmet, 9mm ammo, First Aid Kits, and an MP40 before going through the unlocked gate nearby. The large wooden door is locked, so activate the lever on the right wall to open it. Run through the small door in the back right corner to move on to the next section.



MISSION 2: OMINOUS RUMORS


Part 2: Escape!

OBJECTIVES

1. Destroy all radio communications gear.
2. Find a map of the local village.
3. Locate the exit to the lower keep.



Secret Areas: 7 Treasure Items: 9



OSA Mission Orders

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Objective: Destroy All Radio Communications Gear



Run up the short flight of stairs and mow down the guards standing with their backs turned. They're Nazis, so it's OK to shoot them when they're not looking. Read the clipboard on the wall before the stairs.



Open the door and take a breath of fresh air, then head back into the castle through the door at the end of the outdoor walkway. Beyond the door, a soldier waits for you at the hall's end. Quickly fire a round from your MP40 into his face and descend the spiral stairs.

TOP SECRET

At the bottom of the stairs, you find wooden planks. Kick through the boards to reveal a secret area where you find two clips of 7.92mm ammunition.



Don't waste bullets shooting through these planks. The payoff won't offset the expended ammo.



Travel upstairs to the first door on your left. A guard on the other side is itching for some action. Kick open the door and spin to your right, firing your weapon into his head. From the door across the courtyard, one of his Nazi buddies attempts to rescue him. Fill him with lead, then cross the courtyard to the barracks entrance atop a small set of steps he just came out of.



Enter the barracks and nab the two MP40s from the gun rack on the left wall. On the right wall are two First Aid Kits and a bag of Grenades sitting atop a chest. Head to the spiral staircase, but first rob the barracks of hidden treasure.



Shoot the two Nazis you can see below until they fall to the ground or get out of view. Drop down and finish the job if anyone is still alive. Press the button on the wall nearby. Doing this turns off the alarm.

Collect the Binoculars and MP40 from the table and check the shelves for First Aid Kits if you need them. Smash the radio communications gear while you're at the table to complete your first objective. Before leaving this room, check out the map next to the alarm switch.



CAUTION

That sniper you saw earlier occasionally points his sights at the window. Though he won't always shoot at you, use caution when collecting the Binoculars and MP40 from the table.

TOP SECRET



Where would a Nazi hide his valuables? Under the bed, of course! Walk between the second and third bunk beds and kick at the bricks on the ground. The bricks break away, revealing one Gold Bar.

When the bricks give way, the sparkle of gold surrounds your feet.

TOP SECRET



The map to the right of the alarm switch harbors a couple of hidden treasures. Break the map to collect the two gold bars hiding here.

This map is all that stands between you and gold.



Climb to the top of the spiral staircase and bust open the door. In front of you is a crouching Nazi peering over the castle wall. Sneak up behind him and introduce him to your knife. On your way back to the door, run to the tower's left to find some boards on the ground. Kick the boards to reveal a hidden room below.

Objective: Find a Map of the Local Village

With treasures in hand, escape out of the window. Drop and run up the small flight of stairs. At the top is a sniper to your left. Warm him up with gunfire and take his Mauser as you continue around this walkway to a door on your left.



Open the door and fire at the soldier posted under the flag. Run toward the table on the room's left side and collect the First Aid Kit on the far wall. When you head to the room's other side, stay close to the walls because some trigger-happy Nazis on the floor below shot out the floorboards. There is a First Aid Kit and some ammo under the Nazi flag near the hole.



CAUTION

Don't get too close to the wall near the hidden passageway. A sniper is waiting below for the perfect opportunity to put a bullet in your head. Don't worry, you'll get him later.

MISSION 2: OMINOUS RUMORS



Before jumping down the newly formed hole in the floor, toss a Grenade down to help clear the area of soldiers. Hop into the hole and lay some gunfire into any survivors. When the dust settles, walk to the bricked archway opposite the door.



Exit the room and cross the hall into another guarded room. When the opposition is dead, help yourself to the Hot Meals sitting on the table. Locate the map of the local village. Now it's time to thrash the place as a reminder of your visit.

TOP SECRET

A few kicks into the sealed archway sends the bricks crumbling to the ground. This secret area hides a Hot Meal and a cabinet containing a First Aid Kit and a pack of Grenades.



This bricked-up archway is a secret door. Kick it down to get a Hot Meal.

TOP SECRET



Destroy Hitler's portrait in this room to find some of the castle's valuables. Break everything on the walls; otherwise you might miss something.



Slash up the picture of Hitler's ugly face to unveil gold.



NOTE

Killing the guards might bring in more Nazis from the closed door nearby. Watch the door in case they show up to crash your party.



Head through the door opposite the archway into a large corridor. Kill all the soldiers on your way to the hall on your right. Enter the right-side door, and collect the First Aid Kit and pack of Grenades from the cabinet on the room's left side. Shoot any guards that charge in from the door you just came through. The presence of so many

guards suggests that they are protecting something.

Objective: Locate the Exit to the Lower Keep

Exit through the door left of the fireplace. Follow the hall over to the middle of three windows. Opposite this window, look for two alcoves with carvings on them. Here is another secret area.



TOP SECRET



Press the carving on the left alcove to open the carving on the right, revealing the secret area. On the altar is a nice, shiny Chalice to add to your collection.



Though these carvings are hard to see, the gold they hide is not. Activate this carving to claim your prize.



CAUTION

The large suits of armor on display in the corridor hurt you if they fall on you. Avoid using them as cover.

TOP SECRET



The candles on the door's left side are crooked. Straighten them out to reveal a secret passage to the left of the fireplace. Enter the secret area to find three gold bars.



Press Activate on the candlestick to open the wall behind you.



Continue down the hall and enter a door on your left. This room holds some ammunition and food. After you stock up on supplies, open the door at the end of the hall and press on toward your final door. Time to reload and head into the next level.

Part 3: Castle Keep

Secret Areas: 4
 Treasure Items: 7

OBJECTIVES

1. Destroy all radio communications gear.
2. Locate tram entrance.



OSA

Mission Orders

NO NEW INFORMATION AT THIS TIME.

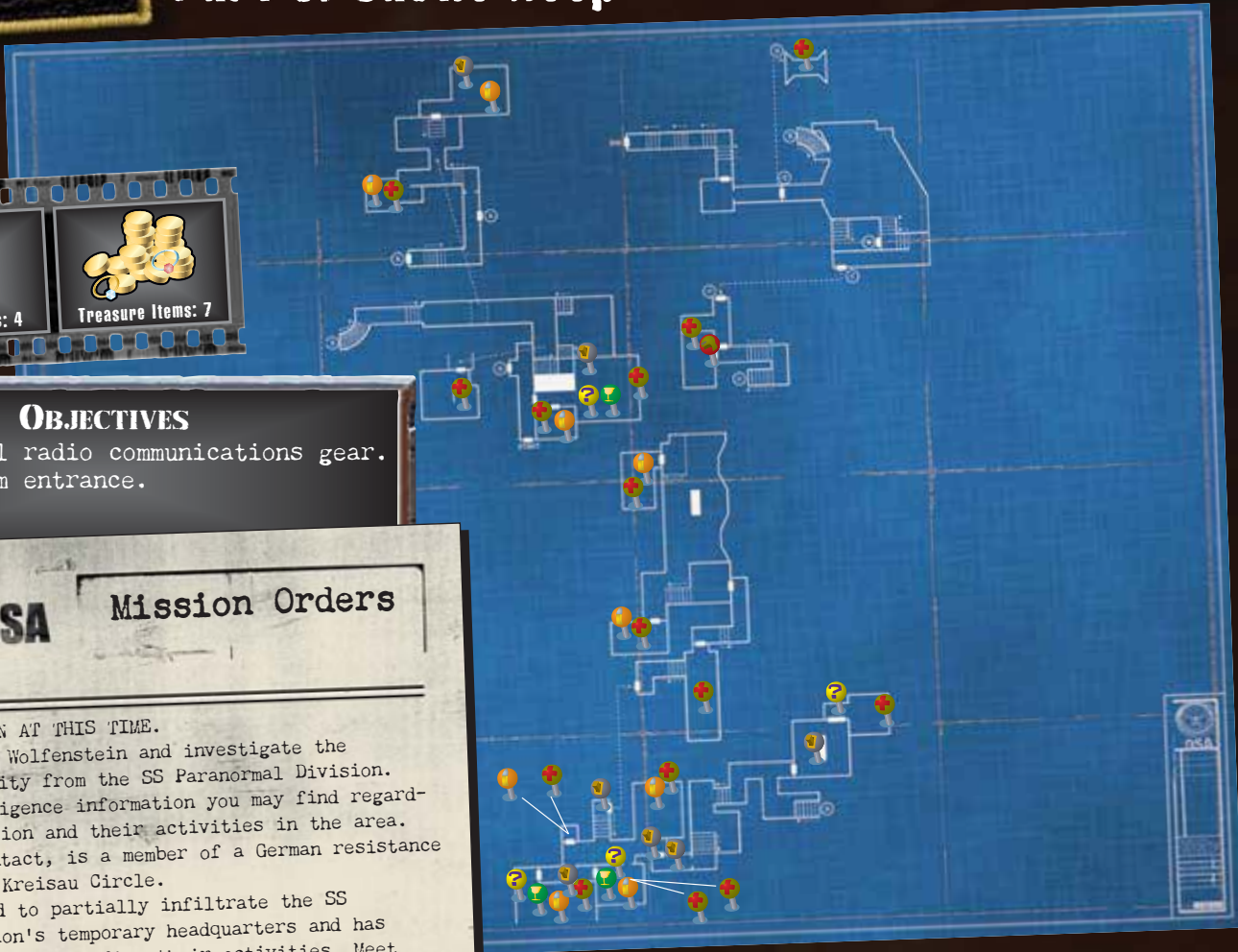
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Objective: Destroy All Radio Communications Gear

It's time to locate a tram so you can leave this creepy castle. Enter the first door you find as you start the level. Sneak up behind the Nazi and kill him with your knife. You can kill him with other methods, but too much noise may sound the alarm. Hey, looks like he was just about to sit down for supper. Grab a bite of his Hot Meal if you're low on health.



NOTE

If you silently backstab this Nazi in the head, he'll drop a First Aid Kit for you.



CAUTION

The guards around the castle are on high alert. The most innocent of noises, such as knocking over a statue, will send a soldier scurrying to sound the alarm. Walk lightly, and kill quickly.

MISSION 2: OMINOUS RUMORS

TOP SECRET



A painting of a Nazi soldier hangs in this room. Activate the painting and pull the lever behind it to open a compartment behind the Nazi flag over the fireplace.

To reach the treasure, grab a chair from around the table. Remember, you cannot pick up a chair if you are holding a two-handed weapon. Place the chair on top of the table and hop onto it. Now that you have elevation, leap carefully onto the mantel. Slice down the flag and the treasure is yours.



The compartment is open, the chair is stacked, and it's time to collect your reward.



Note the munitions storage room on your left as you go into the main hallway. You return here later. For now, head downstairs and get ready for battle. A soldier faces a window as you crawl down the stairs. Silently knife him in the back.



Continue down the stairs and head into the room on the left. Two soldiers occupy this room—toss a grenade at their feet and let it do the work. Collect the First Aid Kits afterward.



With the alarm blaring, return to the base of the stairs. Two soldiers are perched on a bridge down the left hallway. Use the Mauser to wipe them. When your killing spree is over, heal up, then run under the bridge and up the spiral stairs at the end of the path.



At the top is an opening to a courtyard. As you open the door, watch for a soldier behind the crates in the middle of the courtyard. When you have force-fed him some lead, take his position behind the crates and shoot any Nazis that escaped your wrath earlier.



Aim at the sniper looking over the courtyard from a ledge just to the left of the door you came through. Drop the sniper and take a jog down the stairs to the door with the flashing red light.



TIP

Shooting the sniper allows you to freely roam the courtyard. Be sure to take him out!

This hallway leads to the bridge you ran under earlier. Follow the hallway, passing the door on your right, to get to the door ahead. Don't cross the bridge yet. Instead, go into the door on the left. Shoot the guard inside and take the Cold Meal and MP40.



Cross the bridge and access the alarm controls on the wall. Finally, some relief from the deafening wail of the castle's alarm. Hop up the stairs next to the alarm switch and remove the soldier from his post. This room contains a clipboard with information of excavation findings, as well as some ammunition.



Pull the lever next to the Nazi flag to open the munitions room you passed earlier. Smash the radio equipment to complete your first objective.

Objective: Locate Tram Entrance

Grab the ammo on the table and return across the bridge. Follow the hallway back toward the courtyard. Open the door on your left. Look familiar? Cross the hallway to the door on your right.



With the gate now open you can raid the munitions stores. Grab your fill, but remember that you can always come back for more. Return to the hallway that leads to the courtyard.

When you return to the courtyard, climb the steps and go right. Shoot the guard standing above the door you just came through, then ascend the remaining steps to a door at the end of the walkway.



The door down the right hall leads to a small room, bypassing the locked door ahead. Enter the door and break open the cabinet to collect an Armored Helmet and a First Aid Kit. With goodies in hand, exit through the unused door and walk down the concrete staircase.



Leave the cellar and continue around the corner to a large dining room. Quite a few soldiers have gathered here, so give your MP40 a nice workout. When the last soldier falls, run downstairs and follow the hallway around to a door with a flashing red light. Expect immediate resistance as you near the door, and continue slaying soldiers until all is quiet.



At the bottom of the steps is a room marked "Weinkeller." This room is home to a couple of soldiers enjoying the perks of being posted in the wine cellar. Drunks with guns are loose cannons, so quickly kill them to avoid an early demise.



When you are spotted, a soldier yells, "Protect the gold!" So much for that secret. Return fire, hitting the oil drum that one Nazi conveniently hides behind. With all the soldiers dead, search the place for their "secret" treasure and any other useful items they were protecting.

The room on the right contains a couple of MP40s and a First Aid Kit. Grab what you need and head toward the room across the hall, to the left of the Nazi flag. Turn off the alarm on the wall as you go. The room holds a Cold Meal, another MP40, and a First Aid Kit. There is also a clipboard for your reading enjoyment.



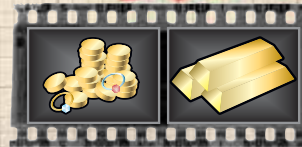
TOP SECRET

As you enter the wine cellar, immediately turn left and walk between the large barrels of wine. Examine the bricks; one can be activated. Push the brick to move the wine rack in the far corner of the room. Walk into the newly opened secret area and break the glass protecting the German's most precious vintage, 1938 Latour. This fully replenishes your health.



Look carefully at the bricks here between the wine barrels. One of them slides back to open a secret area.

TOP SECRET



This room houses another secret area. Hop over the table and put your foot through the bulletin board nearest the flag. The bricks behind the board seem a little loose. Knock these away to unveil a hidden area containing a pair of Gold Bars. Could this job get any better?



Any help wanted ads posted on the bulletin board? Well, guess it's back to killing Nazis, then.



Use the door next to the flag to exit the room. Pass the locked door marked "Verboten!" and enter the door with the red light above it. This room looks barren, but looks can be deceiving. There's nothing in here but an explosive oil drum suspiciously close to wall of loose bricks. Hmmm...could there possibly be another secret area in this room?

MISSION 2: OMINOUS RUMORS

TOP SECRET



An instant door. Too bad there aren't oil drums next to the wall leading to the tram.

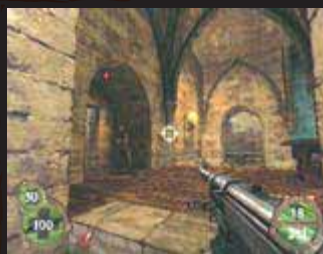
Whenever you deal with explosives, it is vital to keep a safe distance. Stand in the corner of the room opposite the oil drum and dump a couple of rounds into it. Blammo! The drum explodes, taking the wall with it.

Inside the room is an array of items ready for your grubby hands to nab. On the shelves are some clips and an Armored Helmet, but the table is where the true treasures lie--two Gold Bars and a Golden Helmet.



Pull the lever to open the door of the secret area, then zip across to the munitions cell for some more ammo, First Aid Kits, and a bag of Grenades. When you're loaded up, head left, making another left up a staircase leading to a switch on the wall. Pull the switch to open the adjacent gate and proceed through.

Follow this hallway upstairs and into the upper portion of the dining room you were in earlier. A soldier rushes out of the door to your left. Shoot him dead for wasting your time, then partake of the Hot Meal on the dining table if you like. Use the door the soldier came through and follow the hallway to a door leading outside.



Immediately after you open the door, a soldier runs at you from the stairs to the left. Drop him and quickly run to the large automatic machine gun on your right. Take control of this mighty beast and unleash the fury, massacring the Nazis posted on the bridge and the snipers below. Have a blast, Blazkowicz!



TIP

The large automatic machine gun can be tricky to aim. Simply hold down the trigger and watch the Nazis fall. Shoot right through the bricks that the snipers above futilely hide behind. You can't hide from death.



Take the stairs down to the door on the left. Inside, find a pick-me-up and a couple of MP40s. Another room with similar items is across the way near the dead snipers. Fully supplied, return through the hallway and into the dining room. Time to do some backtracking.



Enter the dining room, where a couple of soldiers await you to the left. Kill them, then take the stairs toward the wine cellar and into the large stairwell. At the top of the steps, open the door on the right and venture through the next door at the end of the hall.

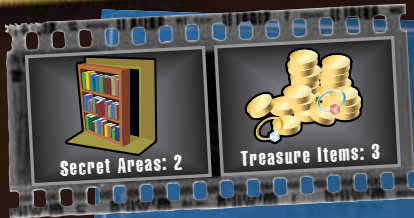


Nazis have reclaimed the courtyard, but only momentarily. Shoot the soldier in front of you. Once again there is a soldier at the crates and a sniper on the castle wall. Another soldier hides to the right of the bottom of the stairs. Clear the area and exit the courtyard through the archway under the sniper post.

Through the opened double doors is the bridge you cleared with the automatic machine gun. A ladder just past the double doors on the right leads to the sniper post. Collect your victims' weapons and a First Aid Kit. After you drop back down, cross the bridge and go through the door on the right, following the stairs down to the exit.

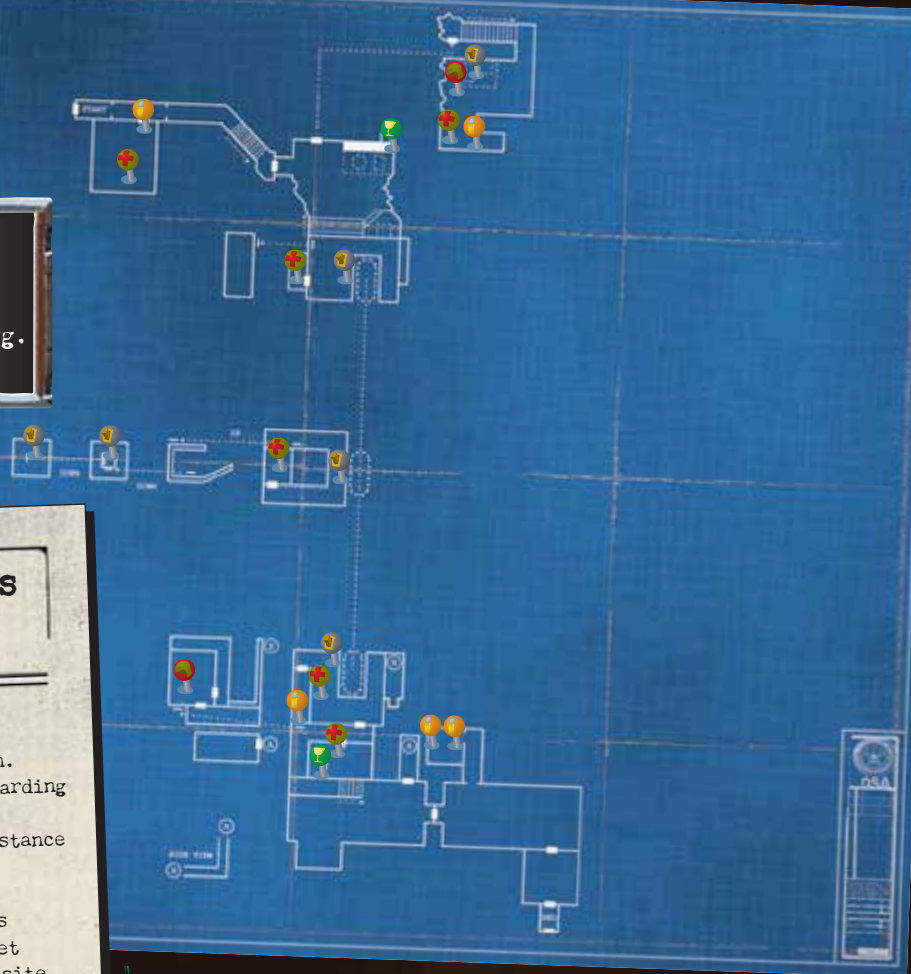


Part 4: Tram Ride



OBJECTIVES

1. Restore power to the tram.
2. Escape from Castle Wolfenstein.
3. Meet Kessler in the village of Wulfburg.



OSA

Mission Orders

NO NEW INFORMATION AT THIS TIME.

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Objective: Restore Power to the Tram

You're close now, Blazkowicz. Enter the door on the right to find a Hot Meal and an MP40 in the small room, then return to the hall. Follow the hall down the stairs and open the double doors into the tram-staging area.



A soldier is repairing the tram's pulley mechanism. Others come to his aid, but all suffer their comrade's fate. Turn off the alarm on the wall to the mechanism's left.



TIP

The door to the left of the tram's mechanism is locked until one of the soldiers from within is alarmed and comes out to investigate. If the door remains locked after you kill the Nazis in the tram's staging area, activate the alarm switch outside the door. After the door has opened, it remains unlocked.

MISSION 2: OMINOUS RUMORS

TOP SECRET



Before you get power to the tram, gather another of the Nazis' hidden valuables. To the right of the big flywheel on the tram's pulley mechanism, there's a small panel near the floor. Crouch and open it to find a shiny Gold Bar.



These Nazis have nice hiding places.

To get power to the tram so you can leave, follow the steps down into the tram's control room. There are a couple of soldiers here, but nothing you can't handle with your MP40. Find Grenades, ammo clips, and First Aid Kits along the walls near the switch.



Tram power is a lever pull away. Walk to the tram's power generator and pull the lever opposite the oil drums. It's working! Grab the Armored Helmet from the table to the lever's left before running upstairs to catch your tram.



Objective: Escape from Castle Wolfenstein

With the tram's power back online, the tram ascends to the staging area on its own. Before you go, grab a Cold Meal from the room opposite the tram. Push the button on the control box next to the tram and ride down the hill.



Objective: Meet Kessler in the Village of Wulfburg

As you descend, fire at the soldiers at the next tram station. Look for another to come out of the tiny office on the left when the tram stops. Raid a First Aid Kit from the office if a soldier hit you on the way.



When the shooting stops, climb the ladder at the tram's right to the station's top, then take the ladder there down into the station's belly. Use the switch near the ladder's foot to open the trapdoor, allowing access to the tram's controls. Beware: A soldier awaits you down in the control room. To avoid hopping down into his trap, circle the opening and shoot down at him.



The switch in the control room allows the tram to continue down the hill and away from Castle Wolfenstein. The other one closes the hatch above you. Climb the ladder back to the tram and push the button on the control box as you enter. Ready your Mauser as you start the final tram ride down to the lower staging area.



As you approach the lower staging area, take aim at the two soldiers firing at you from the upstairs portion of the station. One fires from an office window, the other from the walkway around it. With luck, you kill both soldiers before the tram reaches its dock. When the tram stops, another soldier fires at you from the door in front of the tram. Eliminate him.



Before heading through the door that the soldier popped out of, walk around the station to another door and collect some supplies. When you are stocked up, return to the door in front of the tram and open it. One soldier is below, inside the power generator's fence. Quickly kill him before he shoots you.



CAUTION

Oil drums sit dangerously close to the door in front of the tram. As you walk through the door, a soldier inside shoots these drums, exploding them in your face. To avoid being charbroiled, open the door from the tram side and take a few steps back. Shoot the drums until they blow. With the drums gone, the soldier is forced to shoot at you—leveling the playing field.



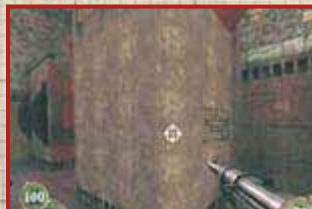
Climb the ladder opposite the locked door. Near the top of the ladder is an office that contains an Armored Helmet on the desk and a First Aid Kit on the wall. Return to the door you first entered and open the gate in the nearby fence. Jump down and grab the First Aid Kit on the wall next to the ladder.



TOP SECRET



After you snag the First Aid Kit, move into the recessed area across from it. Activate the sliding panel on the machine's side. Two Gold Bars are your reward.



The side panel of this machine holds some nice treasure.

With your treasure in hand, move to the opposite side of the room and kick out the grating to enter the ventilation shaft. Follow the shaft to a large hall, where you engage in a shootout with a good number of Nazi soldiers to your right and a few more through the gate to your left. When the last soldier falls, a cutscene shows you your contact, Kessler.



TIP

While in the gunfight, pop in and out of the vent to take care of the soldiers to the right. When dealing with the soldiers on the other side of the gate, use the overturned furniture as cover for reloading and to escape fire.



When the place is clear, run through the metal gate. Before entering the opened double doors in the far right corner to meet Kessler, take the hallway to the left. Follow the hall to a side room to collect a pair of First Aid Kits, MP40s, and some ammo.



Run through the double doors to meet Kessler. You are finally free from Castle Wolfenstein and ready to carry out the remainder of your mission. Way to go, Agent Blazkowicz. You are truly one of the OSA's finest.

MISSION 3: DARK SECRET

Part 1: Dark Secret

OBJECTIVES

1. Infiltrate the village through Kessler's secret passage.
2. Find local partisan contact for additional supplies.

Secret Areas: 2

Treasure Items: 5



Objective: Infiltrate the Village through Kessler's Secret Passage

Kessler has a lot of goodies for you. Grab the Sniper Scope, Thompson, ammo, Binoculars, and Hot Meal off the table. Follow Kessler down the stairs; he reveals a secret entrance to the café wine cellar. A drunken Nazi soldier mumbles incoherently from below. Drop down and dispatch him with your weapon of choice. His back is turned, so he shouldn't notice your approach.



OSA

Mission Orders

From OSA via Kreisau Circle contact Kessler: Learned of your capture and subsequent escape from Castle Wolfenstein; Agent One's death is a tragedy, but unavoidable. Himmler's SS Paranormal Division, headed by Helga von Bulow, is staging a massive archaeological dig near the outskirts of the village.

OSA recently intercepted fragments of high-level encoded messages coming from the site directly to Himmler himself, but up to this point we have been unable to fully decode any of the messages. Karl Villigut, a member of the Kreisau Circle, is in the village with an important item for you.

If possible, locate him and obtain the item, then proceed as per Kessler's instructions to the archaeological dig and investigate the situation.

Objective: Find Local Partisan Contact for Additional Supplies

Creep up both flights of stairs, stopping just before you reach the top of the second flight. Three Nazis discuss current events close by. Open fire on the unsuspecting guards. Grab the MP40s on the table.



Proceed down the hall, collecting goodies such as the Grenades in the right-hand room. The first room on the left contains nothing. Inside the room at the hall's end, kill the machine-gun operator and man his station. Unload on the soldiers at the courtyard's far end, wiping them out.



Jump out of the hole in the room and stroll down the narrow walkway to your right. You may encounter a soldier if he was not alerted to your presence earlier.



Prepare to face an onrush of alerted troops if your killing spree catches their attention. They come from outside, through the far door. Mow them down as they appear.

After you pass the Nazi flag, the corridor takes a left turn. However, a guard in a nearby tower is just waiting for you to make that turn. Equip your Mauser, bring up the scope, crouch, and creep around the corner with your sights aimed high. Pick him off, then quickly bring your sights down to street level; the gunshot may alert others to your presence. If not, take the initiative and confront them now.



The room next to the stairwell holds a civilian and some food. Refill your health meter with a Hot Meal, but ignore the woman; if you kill her, the mission ends.

One soldier stands to the left of the tower. Crouch and creep fully around the corner to get him. Be ready for at least two more soldiers approaching from your right. Finish them with a couple of aimed shots and you're golden. If you are not accurate with the Mauser, a machine gun does the trick, although not as efficiently.



NOTE If killing the Nazis did not alert the troops, you face them when you go outside. The best strategy is to step outside, wait till they notice you (they usually exclaim, "The American..."), then step back into the café. Back up a bit and shower them with bullets as they appear in the doorway.



Walk outside and turn right, entering the first door you come to. Take the stairs and follow the cobblestone hallway past the café. Turn left at the poster and enter a long hall.



MISSION 3: DARK SECRET

When the area is clear, Karl Villigut appears and instructs you to follow him inside. First, however, climb the tower ladder and grab some Mauser ammo. Then, enter Karl's home and obtain a Hot Meal, a Silenced Sten, a Flak Jacket, and more ammo. The Sten is a deadly silenced machine gun. It comes in handy when stealth and accuracy are paramount. Use short bursts to avoid overheating.



Exit through the back door, turn left, and make your way upstairs to a foot-bridge. Climb down the ladder on the bridge's left side and head through the small tunnel underneath the bridge.



After you go through the tunnel, wait for the roaming guard to appear at the water's edge. Kill him silently with the Sten, then enter the door to the left.



Around the next corner, you encounter two Nazis conversing about the archaeological dig. When you've heard enough, shut them up by placing a few Sten rounds in their skulls. Move into the building, killing the two officers within.

TOP SECRET



Ignore the scared woman inside. If you kill her, you lose. Grab the Hot Meal on the table in the back, then get behind the bar near the entrance. Press the foot switch on the ground to open the sliding bookshelf to the left. You get two Gold Bars for your trouble.



Check behind the bar for a secret foot switch.



Exit the room and go through the gated archway to the right. Ignore the next gate on your right—it leads back to the corridor in front of Karl's house. Instead, follow the street to the left.

TOP SECRET



The book opens a secret passage when activated. The floor sinks into stairs leading down to a basement wine cellar.

Pick up three Gold Bars and some First Aid Kits and return to the ground floor.



One of these books acts as a trigger to reveal a Secret Area.





Collect the items lying about the room, including the Armored Helmet and the SP5 Pistol. Grab the extra ammo from the shelves. Head through the door in the back to leave this level.


Part 2: Dark Secret

OBJECTIVES

1. Disrupt local delivery of supplies.
2. Locate the graveyard at the end of town.
3. Locate the entrance to the SS Paranormal Division's archaeological dig site.

	
Secret Areas: 2	Treasure Items: 3





OSA Mission Orders

NO NEW INFORMATION AT THIS TIME.

From OSA via Kreisau Circle contact Kessler: Learned of your capture and subsequent escape from Castle Wolfenstein; Agent One's death is a tragedy, but unavoidable. Himmler's SS Paranormal Division, headed by Helga von Bulow, is staging a massive archaeological dig near the outskirts of the village.

OSA recently intercepted fragments of high-level encoded messages coming from the site directly to Himmler himself, but up to this point we have been unable to fully decode any of the messages. Karl Villigut, a member of the Kreisau Circle, is in the village with an important item for you.

If possible, locate him and obtain the item, then proceed as per Kessler's instructions to the archaeological dig and investigate the situation.



MISSION 3: DARK SECRET

Objective: Disrupt Local Delivery of Supplies



Move through the door and follow the passageway to the open courtyard. Shoot the guard walking in front of the truck before he spots you.



If you made a lot of noise, two more guards close in from the courtyard's opposite side. If you were quiet, sneak around the truck and creep along the right wall. You'll find the two guards relaxing on the raised platform to the right.



When the guards are dead, go through the door on that raised walkway. Shoot the Nazi to the left first, then shoot his friend to the right. Climb the stairs to kill the third and final soldier.

TOP SECRET



Crates block your path, but not for long. Jump on the railing along the right wall, then leap to the nearest crate. Jump higher and higher until you can jump down on the opposite side. Follow the hall around to the right and collect three Gold Bars and some Stens for your collection.



A pile of crates can't stop you from finding your gold!

Objective: Locate the Graveyard at the End of Town



Leave the building and backtrack to the courtyard. Across from the raised platform is a door you haven't been through yet. Peek inside to get the Nazi guards' attention. Kill them one by one as they run outside to get you. When all three are dead, continue inside.



CAUTION

Make sure you get those Nazi guards away from the innocent woman in the building. If you hit her, you fail the mission.



Climb the stairs in the back of the room and open the door. Open the next door on the right and shoot the Nazi inside with your Sten. Enter the hallway again, move to the other door at the end of the hall, and kill that guard, too. Grab the gun and Armored Helmet on the small table at the end of the hall.

Go out the window of that last room and onto the ledge. Aim your Sten at the archway below you to the left. When you have a clean shot, pop the guard who wanders into view. Follow the ledge as it wraps around the building to the left.



When you turn the left corner, have the Sten handy again—a sniper jumps out of the window ahead to surprise you.



Jump into the room the sniper popped out of and make your way through the door. Grab the First Aid Kit and MP40 from the table, then jump out the window to the walkway below.





PRIMA'S OFFICIAL STRATEGY GUIDE



Run up the stairs and follow the walkway until you see a metal rail ahead. Bring up your Mauser and shoot the guard walking around in the distance to the right. Move the scope a little more to the right and kill his friend, who runs up to investigate.



Continue forward, passing a doorway on your right. Head downstairs and make quick work of the Nazi who emerges from a distant doorway. Enter the room he came from and grab the goods he was attempting to guard. Remember this room for future use if you did not nab all the supplies.

TOP SECRET

Exit the room and walk halfway up the stairs, turning to your left. Hop onto the railing. Turn back toward the room you just exited and jump onto the balcony. Your agility is rewarded with two First Aid Kits.



Slick moves, Blazkowicz!



Return upstairs and into the doorway beneath the large arch you skipped earlier. Skip down the wooden stairs and into another wine cellar (maybe the ineptness of the guards is directly proportional to the amount of alcohol in the area).



When you enter the cellar's main room, you hear unoccupied soldiers babbling. Before you take care of them, be aware of one very brave Nazi who will jump from the second floor in a rash attempt to catch you off guard. Shoot him in the head. The ruckus alerts his two brothers-in-arms, and they emerge from the door ahead and to the right of you. You know what to do.



The second floor holds nothing of interest, so continue through the wine cellar and out the far door. The gated walkway directly ahead leads to the courtyard with the black tree. Turn left and approach the cemetery.

Objective: Locate the Entrance to the SS Paranormal Division's Archaeological Dig Site



Equip the Mauser and creep into the cemetery, crosshairs up. Take out the two soldiers who stand slightly to the left of your position. Shoot another one who rushes in from the right. Then, pivot left and take care of one more Nazi.

Move through the cemetery and upstairs toward the mausoleum. Head around the back of the crypt and grab the Dynamite. Destroy the stone that covers the entrance to the crypt and you're done. (Don't waste the Dynamite; just kick or stab the stone until it breaks.)

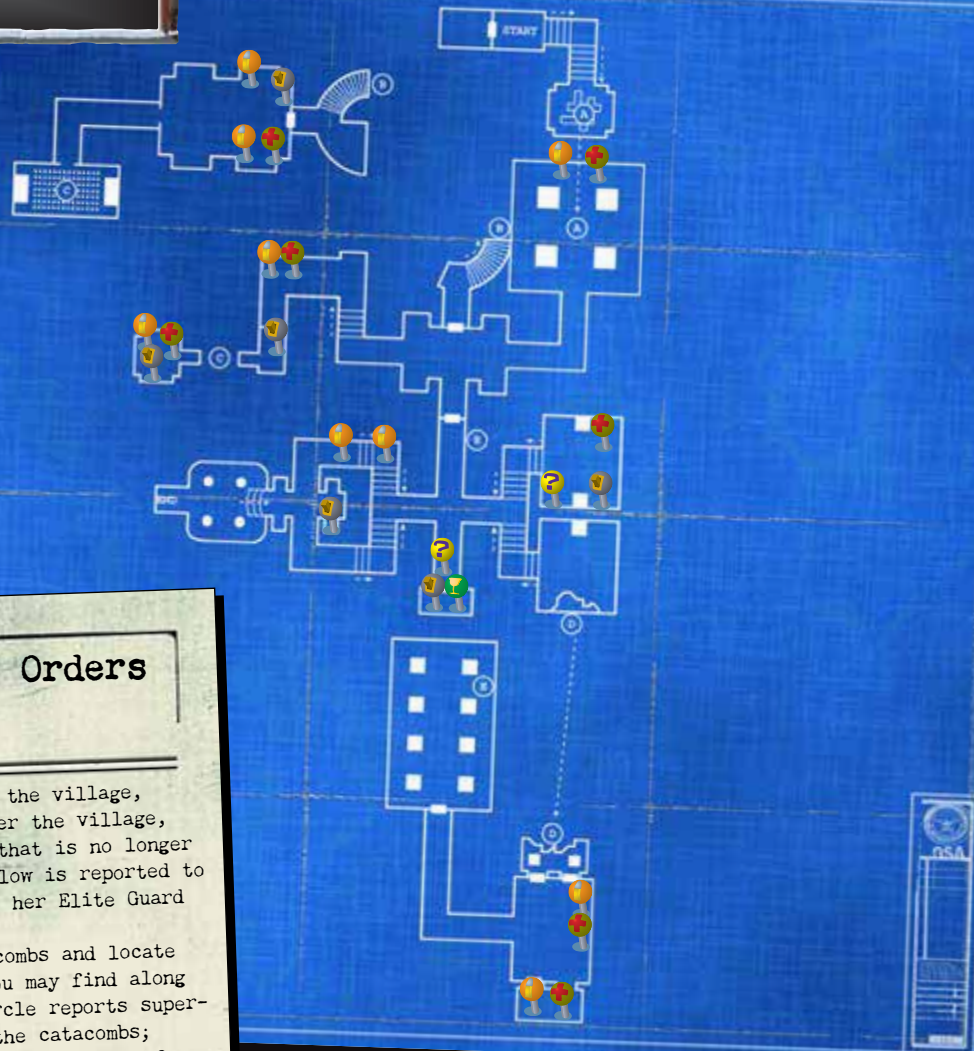
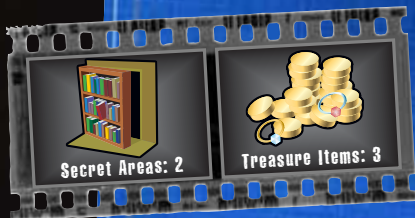


MISSION 3: DARK SECRET

Part 3: Catacombs

OBJECTIVES

1. Locate Professor Zemph's journal.
2. Pursue SS Paranormal personnel through the catacombs.



OSA

Mission Orders

According to Kreisau Circle members from the village, these catacombs run a great distance under the village, ultimately leading to an ancient church that is no longer accessible by normal means. Helga von Bulow is reported to be there now, with a large contingent of her Elite Guard and a team of scientists.

Your orders are to navigate the catacombs and locate the church. Gather any artifacts that you may find along the way for future analysis. Kreisau Circle reports supernatural activities are taking place in the catacombs; these are most likely unfounded rumors, but they are from a reliable source and must be heeded.

Kreisau informants have also revealed that Professor Zemph often carries a journal into the dig site. The journal may provide important insight into his activities at Castle Wolfenstein.

Objective: Locate Professor Zemph's Journal

Things aren't going well for the Nazi rank and file. Three of them discuss the horrible fate of their comrades. A chilling scream drives them to the exit, but their leaders broke the exit ladder, sealing them in. Another scream of agony floats to them in the still air of the catacombs. They lock and load, prepared to make a final stand....



Which is where you come in, Blazkowicz. Having made it into the catacombs, you must find a way to the church. Unfortunately, those meddling Nazis have unleashed some terrors with which you'll have to deal. At the start, walk down the only path open to you, a dogleg hall that leads to a hole broken into the floor.



The three soldiers from the cutscene are down there, and they've got ghoulish company. Safely watch from above as they fight a group of mummies and zombies. Let them fight until one side or another is finished. Drop and mop up when you're ready.





Pick up the medium First Aid Kit, ammo, and Grenades along the back wall. Read the note on the worktable: Professor Zemph tells Madame Blavatsky that they've succeeded in uncovering the third Dark Knight tomb. Move through the open door.



Stop when the hall bends to the right. When you turn the corner use the Mauser to puncture the beast that's charging you. Run into the next room and turn around; two zombies break out of the walls behind you. After they're free, send them to their graves.

Continue down the only open path until you come to a gruesome sight—bloody bits scattered on the floor. Two more zombies break free of the walls. Run to the broken stairs you came down and dispose of them one at a time.



After those zombies are dead, collect the supplies near the poor dead soldier. His First Aid Kit and ammo won't do him any good.



NOTE

Inside this room, check out the locked gate and a suspicious wall. You'll be back this way, so remember the junction.

You come to a pit with broken masonry on either side. The pit is full of spikes. Look at the wall across from you. Fire a few rounds at it and it crumbles, revealing another room. Jump from one spit of masonry to the other and enter the new room.



On the left wall is a switch, near the crumpled remains of a Nazi who's left behind a First Aid Kit and ammo. Throw the switch and fight the two zombies who try to attack. After you're safe, jump across the pit. Do not jump down; the spikes are still there.



The switch opened a secret wall panel with another switch behind it. Throw that lever and the spikes recede. Drop down the masonry spits into the pit, where you meet more zombies. A few shots see them off; proceed through the doorway.

Dogleg hall introduces you to another zombie. Give it a 9mm handshake and move to the room ahead. Another dismembered Nazi has left ammo, a First Aid Kit, and his arm strewn about the room. Two zombies want to kill you. Decline their offer with force, then throw the switch next to the door at the room's end. The door opens onto a spiral staircase.



Climb the stairs to arrive in the room that had a locked gate in it. One of the switches you pulled must have opened it. When you enter the room, shoot the zombies on both sides of the entrance. When they're finished, go through the recently raised gate onto a bridge. The bridge collapses, leaving you on the floor with zombies.



TIP

Before you cross the bridge, return to the room where the three Nazis fought and died to pick up any supplies you didn't need earlier.

MISSION 3: DARK SECRET



Objective: Pursue SS Paranormal Personnel Through the Catacombs



To the right of the table where you found the journal is an unsealed crypt. Duck inside it to find a bag of Grenades and a First Aid Kit. Pop out and head to the cracked crypt seal to the table's left. Two zombies drop in. Deal with them, then break through the crypt seal.



Dodge around the pillars as you pluck away at them with the Sten (our weapon of choice against these creatures). When you kill them, a zombie busts through the wall and another through the door. Combat them with wit, charm, and firepower before leaving through the conveniently broken door.

Some angry undead are on the other side, and they're not pleased to see you. Shoot them from the opening, but back up if they get too close. When the second one falls, climb into the next room.



A right-angle hall leads to a room containing a couple of Nazis trembling at every noise. Don't go charging around the corner, because they're trigger-happy. Slowly edge around until you get an angle on one; snipe him. Take care of the other at your leisure. Their table here houses many supplies.

Ammo for your beloved Sten, medical supplies for your wounds, and Professor Zemph's journal, your first objective.

Continue looking for the Nazi Paranormal folk. Climb the rubble into a blessedly empty room. Skip down the stairs and, after you turn the corner, perforate the zombie across the way on a similar set of stairs. Pass the door leading to a bridge on your left and head up the stairs down which the zombie you killed was coming. A couple of First Aid Kits lie near a dead soldier.



ZEMPH'S JOURNAL

It seems that Herr Doktor is not pleased with how things are going. In fact, he reveals that Helga von Bulow has not kept things under control. Her mishandling of matters has resulted in the dead rising and wandering aimlessly around the catacombs. The doctor's journal doesn't shed light on the situation, but it looks like Helga's blunderings might make things worse.

TOP SECRET



Coffins can hold more than stinky rotting corpses.

The room is empty except for a few coffins. Find out what surprises they might hold. From the entrance to the room, smash the coffin to the right. There's nothing rotten about the treasure you find inside.



TIP
 Backtrack and fill up on any ammo and First Aid Kits you haven't used yet.



Past the dead, you hear gunfire and screams. Despite your better judgment, go toward these sounds and into a room containing a cheery fire surrounded by four pillars. Soldiers close a door on you. Gates seal off the way you came in. Something's up.



Three zombies climb out of the walls. Use the pillars for cover as you burst each of them like dry-bone piñatas. Run to the end of the room, as far from the fire as you can go, and arm yourself with either the Thompson or the Mauser.

A blazing zombie climbs from the flames and breathes fire at you. You're safe at a distance, so line up your crosshairs and start blasting. The Thompson or the Mauser makes short work of the creature. Either weapon drops the creep before it gets close enough to hurt you. If it does manage to get in reach, create distance by running near the fire from which it arose and blast again.



After the burning brute falls, another zombie clammers out of a wall nook. It's not tough. Find the switch in the nook out of which the last zombie came. Throw it, and the door the Nazis went through opens. The level ends as you go out. There's more catacomb action ahead.

TOP SECRET



Near the First Aid Kits, a few shards of stone on the floor point toward the wall. What are they saying? Examine the wall for a protruding brick. Press it to hear masonry shifting. Turn and run down the stairs. Go out the door you passed and you end up on the bridge that collapsed earlier (don't worry--this section is stable).

Take a quick left at the junction and you see a room at the end. Step lively, because the door drops soon. Jump into the room to find a Golden Helmet waiting for you. Stuff it into your sack.

Use the lever on the wall to open the door and step onto the bridge.



The shards point out the loose brick. A quick touch gets things rolling.



There's your target, the newly opened room at the end of the bridge. Get in there before the wall closes.

Deal with the two beasts that crop up on your way across the bridge and turn left at the junction. At the end, choose from two staircases. Both lead to the same place, but the right one has a Nazi's ripped corpse and ammo on it.



Part 4: Crypt

MISSION 3: DARK SECRET

OBJECTIVES

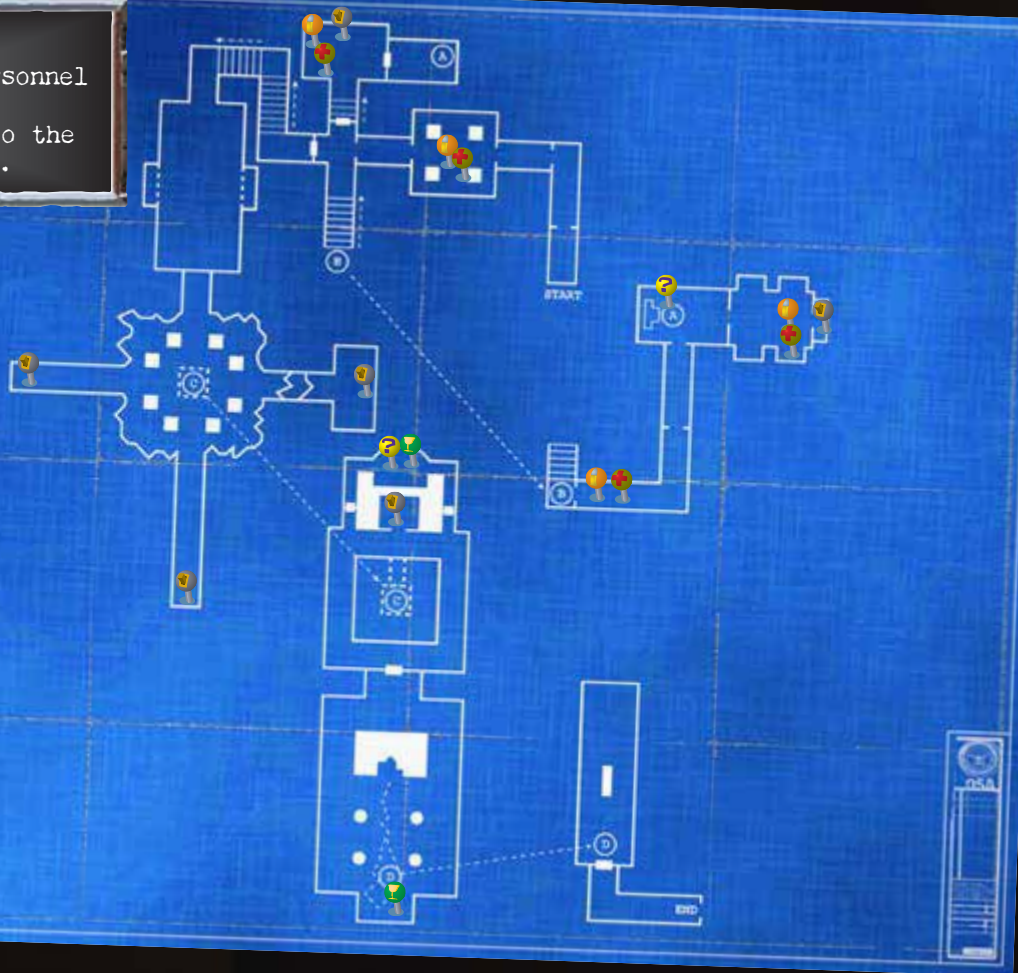
1. Pursue SS Paranormal personnel through the catacombs.
2. Navigate the catacombs to the Wulfburg Church entrance.



Secret Areas: 2



Treasure Items: 2



OSA

Mission Orders

NO NEW INFORMATION AVAILABLE AT THIS TIME.

According to Kreisau Circle members from the village, these catacombs run a great distance under the village, ultimately leading to an ancient church that is no longer accessible by normal means. Helga von Bulow is reported to be there now, with a large contingent of her Elite Guard and a team of scientists.

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Kreisau informants have also revealed that Professor Zemp often carries a journal into the dig site. The journal may provide important insight into his activities at Castle Wolfenstein.

Objective: Pursue SS Paranormal Personnel Through the Catacombs

The Nazis are fighting tooth and nail with the undead as you enter this section of the catacombs. Hang back and wait for them to kill each other off. The survivor wins a bullet from you. Follow the hall to a room containing a First Aid Kit. Fighting continues above you on a stone walkway, but ignore it and push on.



At the first corner is a downed gate, a wall that looks like it might be hiding something, and an open flight of stairs. A Nazi soldier may be at the bottom of these steps, so act fast. Go up the stairs; every other way is blocked. You find a hall containing ammo and a First Aid Kit—and coffins that keep shaking and knocking. When the zombies break out, bust them up.



Kill the Nazi around the next corner before he hurts you. Another fight between the Nazis and the undead occupies the next big room (across the bridge you went under earlier). Let them tangle a while before stepping in. Retreat as you fire to give yourself some safety. Use your Mauser's more accurate shots to prevent the zombies from getting too close for comfort. When the coast is clear, cross the bridge, passing the big stone cross in its niche, and enter the room containing multiple sarcophagi.



Walk past the walls of coffins to the back of the room, passing a dead Nazi or two with useful items scattered around them, until you reach the far wall. A square switch waits for your touch. Press it to release two tough zombies who attack. The switch also opens that suspicious wall at the base of the staircase. After killing the zombies,

turn and face the big stone cross at the other end.

TOP SECRET

Fire a few shots at the cross. It collapses and punches a hole in the floor. Jump down the hole, then crouch and move forward until you end up in a large crypt with supplies and a lever on the back wall. Work the lever and a gate opens, letting you out at the base of the stairs you climbed earlier.



That big stone icon is going to open the way for you. Don't stand under it as it falls!

Objective: Navigate the Catacombs to the Wulfburg Church Entrance



Go out the gate and turn right to enter a newly opened area. Descend into the bowels of the catacombs, reaching a mist-shrouded chamber that has one exit across the way, and no enemies in sight. Walk across the room and try the door. It's locked, but several enemies rise from the ground at the center of the room: shoot them.

When they go down, wait a second before the exit opens. Two ghouls are waiting to taste your flesh. Kill them before they kill you.



The next room has three switches wrapped in traps bound up in a secret. Three short halls lead off of the main room. At the back of each hall is a switch. Over the doorway of each hall is a symbol. Those symbols are an eye, a crane, and an ankh.



Start with the eye hall. Step in a bit and wait for the spiked wall to fall out of the ceiling. As it is drawn back up, walk under it to the switch. Flip the switch, then wait for the wall of death to fall again. Walk out when it's drawn up again.

Tackle the crane hall. Step in a little way and look at the floor. See that spike pit partially hidden by mist? Check the edge, then back up and take a running leap over the pit. There's more—be ready to move fast. Flip the switch at the back, whip around, and race out of there. The walls close in fast, trying to crush you. Keep running and jump the pit again. Done. You're safe now.

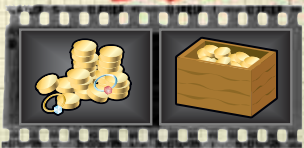


MISSION 3: DARK SECRET

Go to the ankh hall. Look at the floor after you climb the steps. There are three pressure plates: If you step on one, rotating blades shoot out of the wall and make you shorter. Avoid the plates! For better control, crouch and hobble forward slowly. Flip the switch and exit.



TOP SECRET



To get this secret, pull the switches in the order described above; eye hall, crane hall, ankh hall. After you pull the last switch, get into the main room and stand on the center square. It rises to the next tier. Get across and find a switch in an alcove. Flip it to open a door opposite the alcove in addition to a couple of zombie-filled nooks to the left and right of the alcove. Destroy the zombies, jump into either nook, and follow the hall to a secret area. You find a Box of Gold.



Look at that loot. It'll get pumped back into the war effort against the Nazis when you turn it in at OSA HQ. Right?



After collecting the treasure, go to the newly opened door on the other end of the tier. You stride into a large room with cherubic faces on the walls. Go to the back of the room and find an uninviting spiky altar with a Chalice resting on top; grab the cup.



Stay away from the faces—they start spitting fire because you've stolen their Chalice. Also, the wall facing the altar bursts to reveal a pair of zombies. Take them to the mat with your Thompson or Sten, while watching out for the flame-spitting cherub faces.



TIP

Avoid being in the line of spewing fire from the cherub faces by running to the entryway where you came into the hellish room. From here the zombies can come to you and you don't have to dodge the flames.

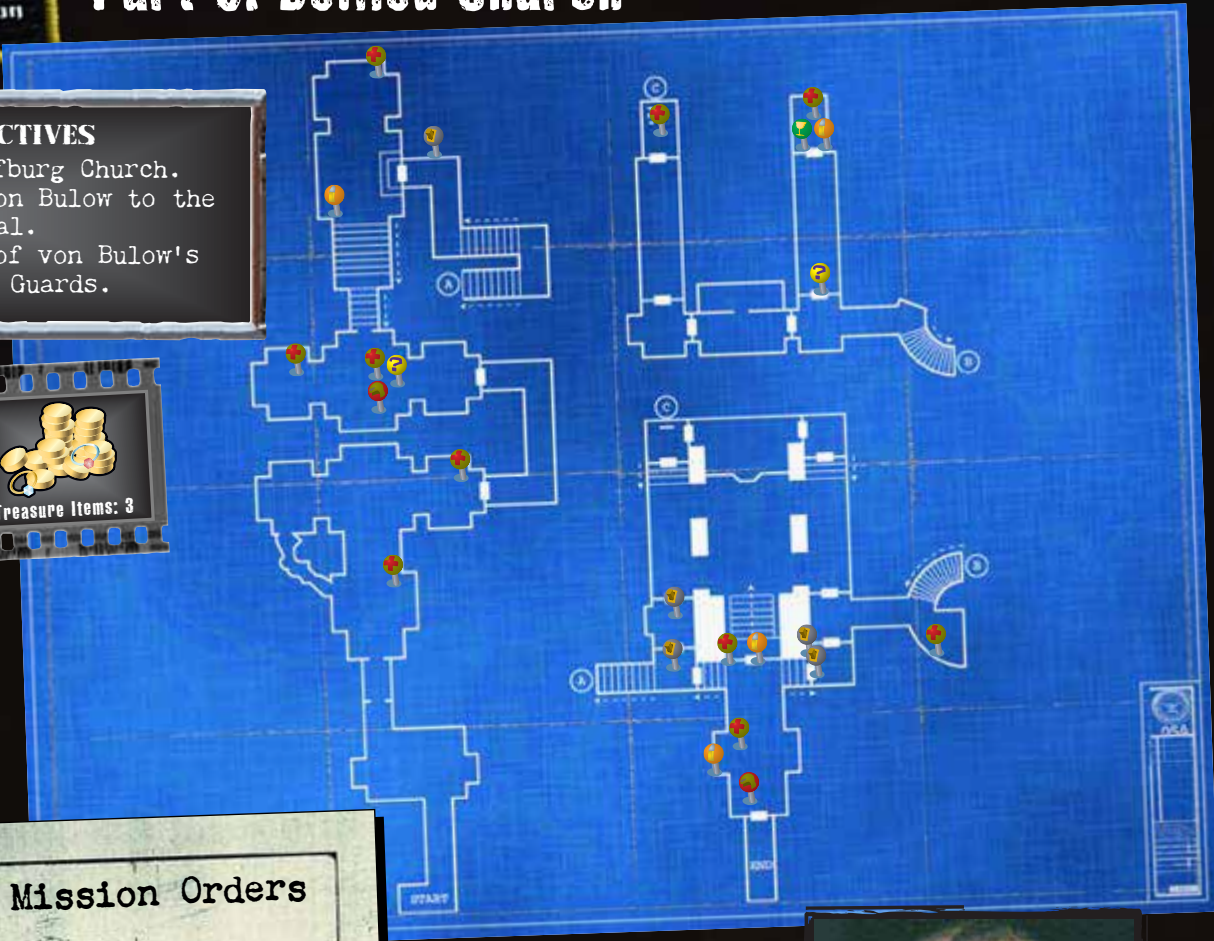
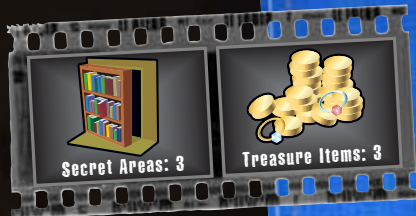
When the action comes to a halt, a quake hits the room and creates a hole in front of the spiky Chalice table. It's your only way out, so step down. Find the door that opens to your touch and run down the hall. You've found the entrance to the church. Well done again, Blazkowicz.



Part 5: Defiled Church

OBJECTIVES

1. Infiltrate Wulfburg Church.
2. Pursue Helga von Bulow to the ruined cathedral.
3. Eliminate all of von Bulow's personal Elite Guards.



OSA

Mission Orders

Residents of Wulfburg call this the Defiled Church. It apparently has a rather sordid history dating back 1,000 years. Over the ages it has been rumored to have been used for a number of occult ceremonies. Rumors aside, we do know that Helga von Bulow and her SS Paranormal Division team are there now.

We do not know what they are planning, so it is imperative that you investigate and recover as much intelligence information as possible. A word of caution; the Kreisau Circle has reported that Helga von Bulow's Elite Guard is made up of a small group of extremely capable women who have been trained to an exceptionally high level, both physically and with small arms.

They also reportedly bond together as part of a witch's coven.

Shimmy your way through the rock passage and out into a large room. Look right to find the gathering of soldiers in the distance. Raise your sights and fire precision shots into their unsuspecting heads with your trusty Mauser. The leather-clad Elite Guard pops out from behind the crates, firing her Sten. Nail her in the head.



NOTE

The soldiers eventually end their powwow and return to their posts around the room. The Elite Guard also returns to her post through the door and around a couple of corners. If you don't see her when taking out the soldiers, watch for her in the hallways ahead.

Objective: Infiltrate Wulfburg Church

Follow the open pathway to a room with many alcoves. You hear a worried conversation among a trio of soldiers ahead to the right, but an Elite Guard's sharp orders cut it short. Slip through the doorway to the left, opposite a First Aid Kit next to a crate.



After tangling with the tightly clothed vixen and her cronies, search the area for loot. The cot holds the tattered remains of a Nazi soldier: He's seen better days. Grab the ammo, First Aid Kit, and Grenades, then exit the room.

MISSION 3: DARK SECRET

The hallway brings you to another open area under the church. The Nazi guard goes down easy. Search for First Aid Kits (there's a large one on top of a stack of boxes).



TOP SECRET

Investigate the large dark crate at the base of the stairs. Kick the side opposite the stairs to open it. If possible, put on the Flak Jacket for extra protection.



Check out what the Nazis have been importing.



Two Elite Guards with deadly Sten guns are on the stairs leading up. One is camped to the right at the top of the stairs. Either toss a Grenade to stir things up and then retreat to use your Mauser, or charge right in. Your call, hero.

Find the First Aid Kits and ammo behind a box next to the stairs, then use the switch at the top of the steps to open the gate, satisfying the requirements of your first objective.



Objective: Eliminate all of von Bulow's Personal Elite Guards



Travel up more stairs, raise another gate, and you hear von Bulow deploying the rest of her Elite Guards. Push through the door into the nave of the cathedral. Now take it slowly; Nazi girls wait in the nooks and crannies. Keep your Sten handy and go to the second pillar to trigger the ambush.

Four Elite Guards come out of the wood-work to get a piece of you. Use the pillars as refuge from the onslaught of Sten fire. Throw a Grenade or two at the women whenever they bunch up. Pick up the supplies at the end of the nave opposite the raised altar if you need health or ammo.



TIP

Feel like you've got your sharpshooting skills down? After triggering the ambush, run through the door you entered and sit at the end of the hall with your Mauser pointed at the door. The Elite Guards will bunch up four strong as they open the door, so quick and accurate shots are imperative. As the door opens, rapidly fire repeated shots into the Elite Guards until all four are in a pile.



Take up a post here and quickly fire as the door opens. Aim for the head whenever possible!

The four Elite Guards eventually fall at the feet of OSA's finest, but danger is far from averted. Climb the steps to the altar after the killing stops.



Walk across the dais, past the bloody sacrifice table; another Elite Guard pops out at you. Pin her to the wall with your gunfire, then read the note that's on the table. It seems that Helga has uncovered another occult treasure.

Find a ladder in the tiny room in which the last Elite Guard was waiting. Careful—another Elite is up that ladder dropping Grenades. Either wait for her to stick her head out and then shoot it off, or storm up the ladder and blast her at the top. Both ways are dangerous, but First Aid Kits await you at the top.



TIP

Now is a good time to backtrack and fill up on any ammo and First Aid Kits you haven't yet used.



Go out the door and rush to the pillar in the middle of the walkway. Stay out of sight of the balcony across the way. The door in front of you opens, and an Elite Guard opens fire. No time to dillydally; put her down!

Peek out at the balcony to blast the Elite Guards there. The ones from the balcony will run to the door in front of you if you fail to kill them at the balcony. When the door opens, execute them. Now take a breath and get ready.



You arrive at another gate and an irate Elite Guard. Clear your path with a lead shower and raise the gate with the switch. Continue cautiously; the next door leads to a dangerous room.

This room is cluttered with crates and boxes and is full of murdering Nazi women. There's one to your extreme left, behind the abutment. Get them moving rather than charging in after them. Poke your nose around the corner to get one active and have the girls swarm around the boxes. Use Grenades to stir the nest, and the wasps come to you. Killing the last guard in this room will complete another objective, eliminating the Elite Guards.



Objective: Pursue Helga von Bulow to the Ruined Cathedral



One more thing to do before you leave: The short steps on either end of this room are launching pads. Jump to reach the boxes' top, and leap from one to another to collect ammo and First Aid.

TOP SECRET

From the balcony where the two Elite Guards once stood, face the walkway opposite the one you just crossed. Jump--very carefully--onto the wooden handrail. Then jump over to the other walkway. Run to the door and open it to reveal a pile of loot. Ammo, health, and a shiny skull are yours.

This jump isn't too bad, but be careful; it's a long drop down.

Jump back over to the balcony and head through the door to your left as you leave the wooden platform. Another Elite Guard is at the end of the hallway. Give her a 9mm hello and go down the spiral staircase. A sneaky lady waits in the nook under the stairs, and a second is in the next room to distract you. Stay frosty when you reach the bottom or you'll be surrounded. If you take a hit, a couple of First Aid Kits are under the stairs.



TOP SECRET

When you're facing the room full of crates, run to the right wall. The first crate you reach has some gold inside. Just smash out its side.

Crates can hide some of the good stuff!

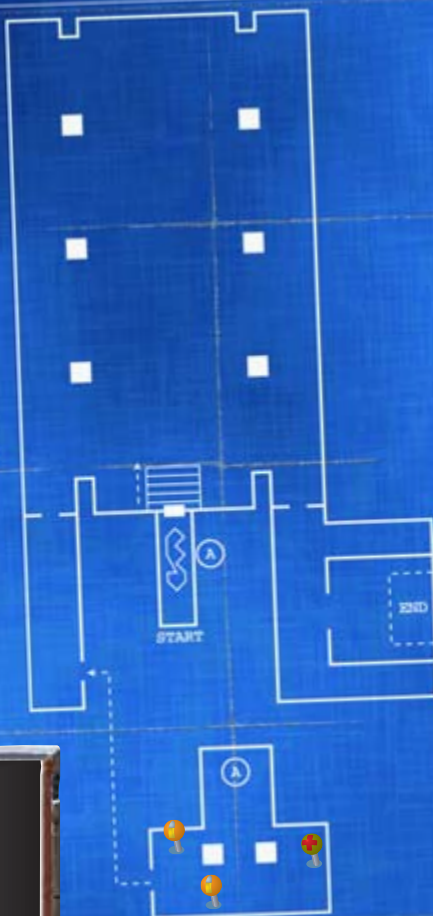
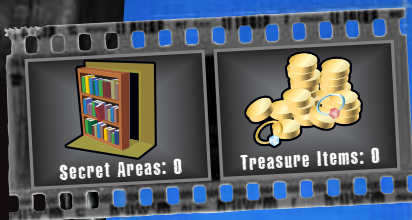
Supplied, go to the barred door and use whatever you want to break the wood barrier. Open the door, stroll through, and this section happily ends.



TIP

Tired of waiting under the stairs for the Elite Guard to show her face? Toss a Grenade down the hall. Blammo! No more Elite Guard.

Part 6: Defiled Church



OBJECTIVES

1. Eliminate Helga von Bulow.
2. Retrieve the Dagger of Warding for further study.



OSA

Mission Orders

NO NEW INFORMATION AVAILABLE AT THIS TIME. Residents of Wulfburg call this the Defiled Church. It apparently has a rather sordid history dating back 1,000 years. Over the ages it has been rumored to have been used for a number of occult ceremonies. Rumors aside, we do know that Helga von Bulow and her SS Paranormal Division team are there now.

We do not know what they are planning, so it is imperative that you investigate and recover as much intelligence information as possible. A word of caution; the Kreisau Circle has reported that Helga von Bulow's Elite Guard is made up of a small group of extremely capable women who have been trained to an exceptionally high level, both physically and with small arms.

They also reportedly bond together as part of a witch's coven.

Objective: Eliminate Helga von Bulow

Helga von Bulow and Professor Zemph are arguing. It seems serious. Helga is set on getting the Dagger of Warding. Zemph is hysterical in his protests, claiming that to remove the dagger is to unleash another preternatural terror. She's made up her mind, though, and won't let Herr Doktor stand in her way. She gets her prize, but it comes at a terrible price.



As you start toward the door, the floor collapses, dropping you into a room with a large amount of ammo and First Aid Kits. Fill up on 9mm bullets, grab the bag of Grenades, and top off your health before venturing up the pile of rubble opposite the table loaded with First Aid Kits.



You surface in a ruined cathedral, open to the sky, with pillars on either side arching to walkways on both sides of the yard. Turn right when you enter the open area and cut across to the other walkway.



Look right to see a gate and a large monstrosity lumbering next to a crypt. That beast, covered with the faces of tormented souls, is what ate Helga von Bulow. Not a pretty sight. If that is what comes with a Dagger of Warding, maybe you don't want it.

Now that you're forewarned, here's how to defeat the evil nether-creature. Before the beast busts through the gate, toss Grenades and Dynamite at it. You have time to throw one Grenade and one Dynamite bundle before it reaches the iron bars.



NOTE

If you've used your Dynamite, toss more Grenades.



Backpedal and empty your Thompson (or any other appropriate machine gun) into the thing's chest before switching to the MP40. Be warned: Zombies sprout like weeds from the ground. They block your way and swipe at you as you dodge and weave. Ignore them and concentrate your fire on the real threat: the thing that ate Helga.

BEAT THE BEAST

The beast has two main attacks. It charges at you, clawed hands windmilling as it rushes, to swipe away chunks of your flesh. That hurts.



Secondly, the beast stops and bellows as spirits circle it, then come after you. This is similar to the zombies' spirit attack, but it's more damaging. If one of the wraiths catches you, you'll plunge

into a red haze and take constant damage while enveloped in the crimson fog.



When the ghosts come calling, run! Duck behind a pillar; if you can't see the spirits, you're safe. If they catch you, keep moving; you can shake off the darkness. Unfortunately, you're likely to

blindly run into an enemy or a wall. Either way you're at the mercy of your attackers.



MISSION 3: DARK SECRET



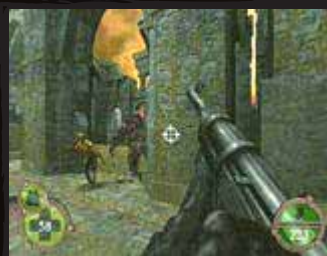
TIP

Don't conserve ammo for the next level; you start with a fresh set of ordnance in the next mission, so go hog wild with this guy.



That doesn't mean to stand there and take hits as you blast away, though. If the zombies hassle you, clear away one or two. More show up to replace them, but this gives you a few seconds of relief.

After your foe enters the main courtyard, maneuver into the area you were in first, where the supplies are. The creature won't follow you in; it's too fat. It stays in the courtyard behind the nearest pillar or outside the broken wall near the sinkhole from which you climbed. That's where you want the beast to be.



Sweep away any zombies, then do hit-and-run attacks on your nemesis. If it's behind a pillar, rush out, empty a clip into its swollen body, then retreat to your happy place. If your nemesis is hanging out near the broken wall, use the sinkhole as a war trench, popping up to mete out lead-coated vengeance.



TIP

Staying in this area near the supplies gives you a perfect kill zone. Your enemies can approach only through a narrow area, so you can shoot them with a minimum of fuss. If you need ammo or health, drop to where you started and pick some up (until it's gone, that is).



With this tactic, use the MP40 and pump bullets into the beast until it explodes in a shower of bloody chunks. To speed things up, use Grenades, dropping them at the creature's feet before sliding to cover.

After soaking up enough lead to start a pencil factory, the creature sinks to the ground and pops like a balloon. That's one objective down; now for the other.



Objective: Retrieve the Dagger of Warding for Further Study

After the battle with that nasty beast, this objective is a cakewalk. Destroy the zombies in the area with your guns. Step into the area where the Helga-beast first appeared, behind the gate. A crypt that was sealed throughout your fight is now open.



With Professor Zemph and Helga von Bulow in no shape to appreciate the prize, the Dagger of Warding awaits your touch. Pick it up. It's time to ship home for a brief rest. But your job isn't done yet.

MISSION 4: WEAPONS OF VENGEANCE

Part 1: Forest Compound


Secret Areas: 2

Treasure Items: 5



OBJECTIVES

1. Recover airdropped supplies.
2. Locate the main road.
3. Find the entrance to the supply compound.



OSA Mission Orders

Deathshead has been tracked to a remote rocket base located near the Baltic Coast, where he intends to fire a V2 rocket at London fitted with some kind of new chemical warhead. Your only viable method of infiltration is to stow away aboard a supply truck bound for the base.

You will parachute into the outlying forest area armed only with your knife and a silenced Sten. The rest of your gear will be deployed separately in two drop containers. In one of them you will find the new OSA M1S Snooper Rifle, which has been shown to be highly effective for long-range, covert, wet work.

Due to the fact that this weapon uses very specialized ammunition, we can only issue you a limited amount. Also, due to its experimental nature, it is imperative that you recover this item lest it fall into enemy hands. The area is lightly guarded, but there are alarm stations scattered throughout. If any alarms are sounded, the base will be alerted and the mission will be scrubbed. If you encounter any enemies, eliminate them before they can sound an alarm. Remember: Do not eliminate the final guard who controls access into the compound; if you do, the supply truck will not be able to get inside the rocket base.

Objective: Recover Airdropped Supplies



You parachuted into the forest with only a Combat Knife and a silenced Sten: the perfect combination for stealth missions. From your starting point, run to the left hillside. A guard is walking away from you farther down the path, and another is positioned in a bunker on the left ridge. Because no one is looking, sneak along the left

ridge and get behind the guard in the bunker. After you knife him, use your Sten to mow down the other guard.

MISSION 4: WEAPONS OF VENGEANCE



TIP

Pick up the Mauser the guard in the bunker dropped; someday it will save your life.

TOP SECRET



With the immediate area secure, clear out the goods. Smash the crate with a blue star on it. Collect the gold inside.



Nazis have some nice stuff. Take it.



Now that the cottage is clear, wade through the pond to find one of your supply crates. Gather your supplies, including a couple of First Aid Kits, ammunition, and a Colt.

Objective: Locate the Main Road



When you gather your supplies, a few Nazis charge in from the right of the cabin from which you just came. Run to the cabin's left to get behind cover. After you put some protection between yourself and their bullets, take them out one-by-one.



Continue along the path to a small cottage. Three soldiers are posted here so you can practice your stealth attack.



Follow the valley to a small cabin. A soldier walks toward the truck's left, and another patrols near the cabin as you round the mountain. Run to the truck and knife your opponent. Grab the Panzerfaust on the crate nearby.

Watch for the soldier walking the perimeter of the cottage to turn his back to you, then run for the stone wall in front of the cottage. Use this as cover until the guard walks with his back to you. This is your chance to swiftly sneak up behind him and release a silenced bullet into the back of his head. Be careful: Don't kill him near the back of the cottage; it will attract the attention of the other two soldiers positioned near there.



After your first victim falls, sneak to the window in the front of the cottage. Peek through at a soldier studying his maps at the table. Aim at the back of his head and kill him. As the body drops, position yourself inside the cottage near the table. The final soldier stands outside the doorway. Pop out and drop him before he realizes what happened.



Objective: Find the Entrance to the Supply Compound



Run to the cabin. Use your Sten to drop the guard making his rounds. Get inside and stick your knife in the back of the guard looking out the window.

Duck next to the door. A guard in a gun turret has got his eye on you. Bring up your Mauser and put a bullet in his head.



Continue forward until you see a watchtower over the ridge to your left. Move forward farther and you take fire from a gunner in the distance. He's to the left of the last guard you killed. Snipe him with your Mauser before he does more than annoy you.



Follow the wall to your right. Shoot anybody who gets a bead on you. Move around until you get to the watchtower. Climb the watchtower's ladder to where you see the resident sniper's head. Pull the trigger and shimmy down.



You see a small bridge patrolled by a pair of Nazis and another soldier near the machine-gun nest on your left. Killing these soldiers is not essential. Let them live and continue on your way.



From the base of the tower, run to the tunnel on your right. At the end of the tunnel a nasty guard waits for you at a doorway on the right. Drop him with the Sten and go inside to move on.



TOP SECRET

Run to the fireplace in the cabin. Break the stone floor to the left. A little destruction leads to some shiny Gold Bars. Stuff them into your pockets.

The fire is warm, but the gold hidden beneath the stones will light up your life.



Exit the cabin and run to the tunnel in the distance. When you reach the tunnel, run along the mountain wall and up a small incline. At the top, use your Mauser to drop a guard ahead in the distance.



MISSION 4: WEAPONS OF VENGEANCE

Part 2: Forest Compound

OBJECTIVES

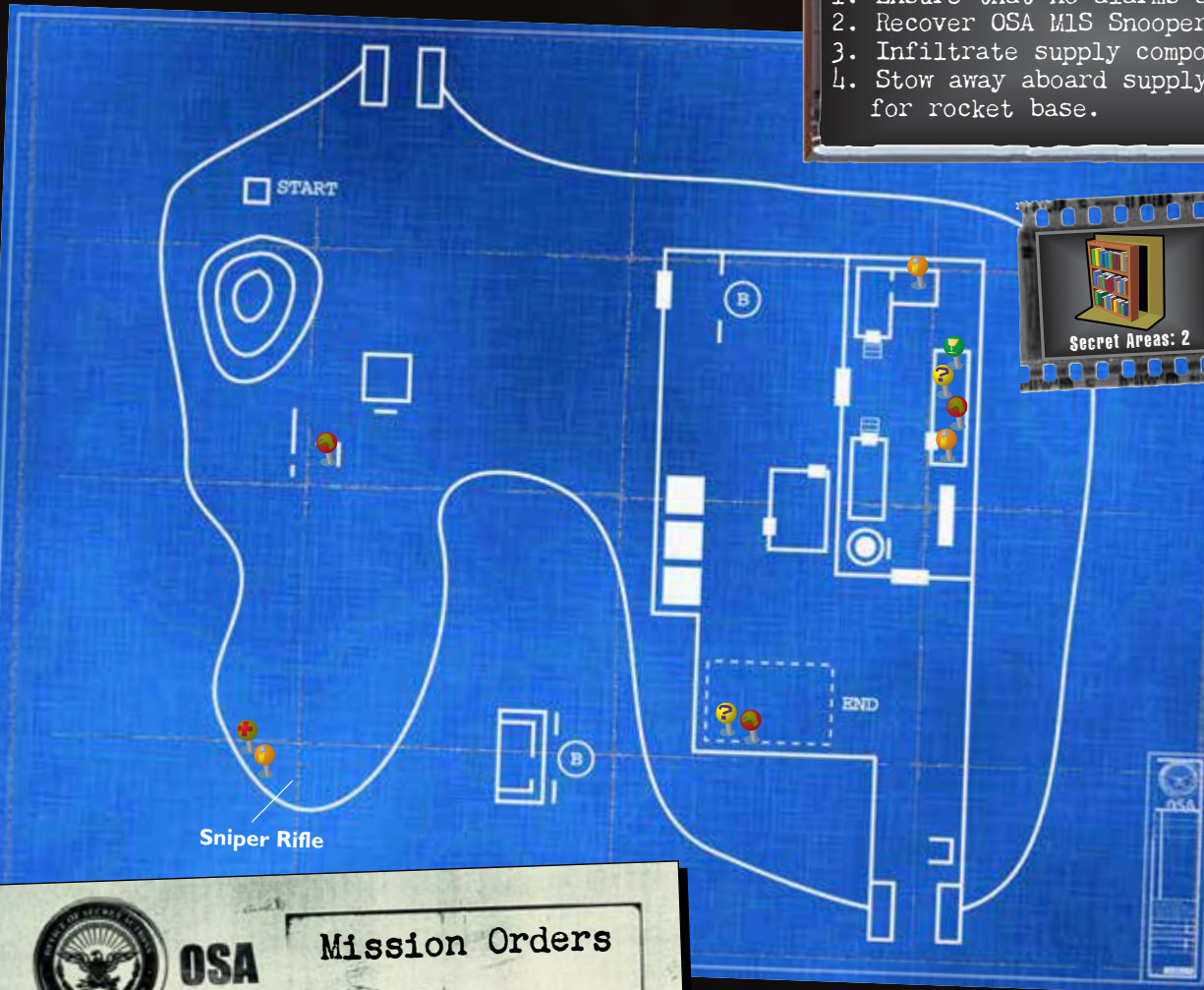
1. Ensure that no alarms are sounded.
2. Recover OSA M1S Snooper Rifle.
3. Infiltrate supply compound.
4. Stow away aboard supply truck bound for rocket base.



Secret Areas: 2



Treasure Items: 1



OSA

Mission Orders

NO NEW INFORMATION IS AVAILABLE AT THIS TIME. Deathshead has been tracked to a remote rocket base located near the Baltic Coast, where he intends to fire a V2 rocket at London fitted with some kind of new chemical warhead. Your only viable method of infiltration is to stow away aboard a supply truck bound for the base.

You will parachute into the outlying forest area armed only with your knife and a silenced Sten. The rest of your gear will be deployed separately in two drop containers. In one of them you will find the new OSA M1S Snooper Rifle, which has been shown to be highly effective for long-range, covert, wet work.

Due to the fact that this weapon uses very specialized ammunition, we can only issue you a limited amount. Also, due to its experimental nature, it is imperative that you recover this item lest it fall into enemy hands. The area is lightly guarded, but there are alarm stations scattered throughout. If any alarms are sounded, the base will be alerted and the mission will be scrubbed. If you encounter any enemies, eliminate them before they can sound an alarm. Remember: Do not eliminate the final guard, who controls access into the compound; if you do, the supply truck will not be able to get inside the rocket base.

Objective: Recover OSA M1S Snooper Rifle



TIP

Silence is the key when navigating through the forest. Any soldier who hears the screams of another sounds the alarm, rendering your mission a failure. To ensure a perfect stealth mission, keep your gunfire to a minimum, shooting only when you have a clear headshot. If you alert a soldier, gun him down before he reaches the alarm switch or notifies someone else who can.

From the start, follow a ladder up and through a service hatch. At the top, run right and take cover behind the hill. If you dally, there's a chance you'll be spotted from a watchtower, fouling your mission. Follow the hill to the right, staying close to the trees. The trees provide the only cover from the watchtower as you go down against the stone wall.



Take cover at the right edge of the stone wall and wait for the two soldiers on the other side to part ways. One soldier walks into the woods to the right. Give him a head start before turning your attention to his partner, who has taken his post at the automatic machine gun near the watchtower. When the first soldier walks into the trees, pop out of the gap in the wall to the left and stab the machine-gun operator.



This may or may not alert the first guard, depending on how far he walked into the trees and how well you did the stabbing. Either way, turn your focus to him. With luck he will not have heard his partner die and will walk with his back to you, making for an easy kill with a knife to his head.



When he falls, walk to the back of the clearing to find a downed supply crate. Collect the First Aid Kits, Thompson, Snooper Rifle, and ammo, and head toward the guard tower.



CAUTION

Do not allow the soldier walking into the trees to walk past the trees and into the clearing. If he does, he will see the supply crate and rush to call for help, setting off the alarm. Don't worry, though; you have enough time to kill his partner before he can get to the supply crate and back.

Objective: Infiltrate Supply Compound



Before getting too close to the watchtower, pull out the Snooper and aim at the sniper at his post atop the tower. A single shot anywhere on his body crumbles him to the ground.



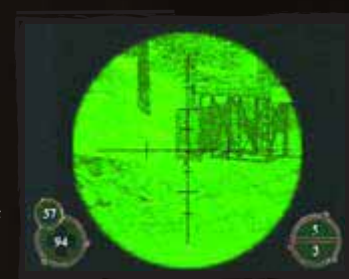
TIP

It's hard to see soldiers through the green of the night-vision scope. Look for movement to confirm you're aiming at the right target.



Run to the machine gun and pick up the Armored Helmet. With no one left to pull the alarm, take control of the oversized weapon and let loose on the remaining soldier at the tunnel. Walk to the base of the watchtower. From here you can see the supply compound to your right.

From the watchtower, slide to your right toward the mountain until you have an unobstructed view of the supply compound. Pull out the Snooper and scope out the two soldiers patrolling the front of the compound. One soldier walks the grounds outside the gate, while the other is upstairs in the office. Line up your shots carefully and snipe them down.



TIP

Because the Snooper ammo is limited, save often. This allows you to restart mid-mission if you miss a target, thereby making use of every precious bullet.

With the coast clear of enemy eyes, proceed toward the supply compound. Walk to the compound's left, break the glass, and climb through the open window. A soldier awaits his execution in the room to the right. Punish him to death and read the clipboard hanging on the wall to the desk's left.



MISSION 4: WEAPONS OF VENGEANCE

Objective: Ensure That No Alarms Are Sounded



Turn to the window you entered and take the Sniper Scope from the table under a second open window. Climb out this window, turn right, and pull up your Snooper to put a hole in the soldier walking the water tower's perimeter. Make sure he is facing your direction and not on one of the tower's sides, so no one sees his body fall.

Objective: Stow Away Aboard Supply Truck Bound for Rocket Base



Exit the secret area through the door and run to the water tower ladder. From the top of the tower, look down at a supply truck. A soldier paces along the back of the truck; put a bullet in his head. This is a job for super Snooper.

TOP SECRET



After shooting the water tower soldier, jump up the boxes in front of you to a cable connecting the roofs of two buildings. Step onto the cable and walk the tightrope to the taller building. A hole in the ceiling leads into a secret area.

Jump down and collect the ammunition on the room's far side. Use the extra bullets to shoot the gas tanks near the crates. Stand by the door when shooting to avoid blistering your skin. When the crate is open, walk over and take your prize: a Golden Helmet to add to your collection.



Walk this cable to reach the secret area.



CAUTION

From the water tower, check out a soldier patrolling a tunnel to the supply truck's left. Do not kill this man. If you do, you forfeit your mission and are labeled a bad OSA agent.



Don't shoot this guy! If you do, you'll have to restart the mission.



Climb down the water tower and go toward the secret area. To the left, a gate opens toward the front of the supply compound. Open this gate and run left toward the supply truck. There is one soldier in the building on the left.

TOP SECRET

After you exit the building, run to the crates on the left. Run up the steps and go to the box in front of you. Move to the right side with the blue star and smash away. Inside you'll find a Flak Jacket and an Armored Helmet.



More crates and more supplies for you.

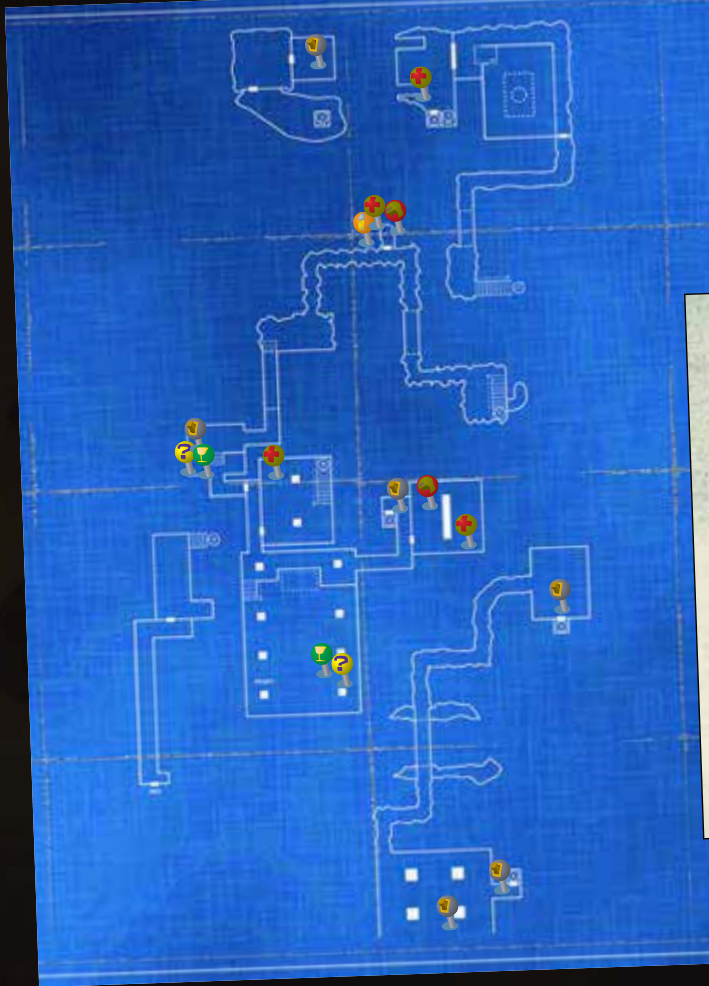


With loot in hand, it's time to leave. Hop into the back of the supply truck nearby and sit tight; you're on your way to the rocket base.



Part 3: Rocket Base

Secret Areas: 2 Treasure Items: 3



OBJECTIVES

1. Locate main control room.
2. Terminate launch of V2 rocket.
3. Locate exit and proceed to the outer compound.

OSA Mission Orders

German resistance informs us that the rocket Deathshead intends to fire at London carries some kind of new chemical warhead, the total destructiveness of which is currently unknown. German resistance also informs us that all of these rockets have a self-destruct switch, usually located in the main rocket control room.

Unfortunately, we know virtually nothing of the interior layout of the base. It will be up to you to determine the best means of reaching the main control room so that you can destroy the rocket before it reaches London. After destroying the rocket it is likely that the base will be on full alert. Use all means available to exit the base and proceed to the outer compound.

NOTE

A countdown for a rocket test begins after you drop the supply truck's tailgate. As the countdown reaches zero, the room shakes from the massive rocket engines firing. This masks any sounds you make sneaking into the cargo bin.

Objective: Locate Main Control Room

The OSA has put London's fate in your hands, Blazkowitz. Destroy the V2 rocket before it launches, or say goodbye to Big Ben. Open the tailgate, but remain inside the truck bed. Lean out to the right, remaining hidden. When the soldier walks by and turns his back to you, hop out and sneak to your right.



Crouch in this crate and wait for the crane operator to drop you onto a cargo transporter on the floor below. This takes a few moments, so be patient. Hitching a ride in this crate saves you time and ammunition while getting to the rocket. Stopping the rocket is your first priority; there's plenty of time to engage in a bloody rampage later.



Don't worry about killing the soldier walking in front of you. Sneak behind him, making a right at the first opening between the crates. Without bringing attention to yourself, creep into the metal cargo bin in the middle of the floor to the left past the crates.



Alerting any of the soldiers here causes the crane operator to abandon the crane controls. If this happens, you can't take the metal crate downstairs. There is another route down, but it requires a little running and a lot of resistance.

MISSION 4: WEAPONS OF VENGEANCE



If you miss the crane, take the stairs up and dispose of the crane operator and company. Watch for shooters from the grating above as you pass the crane controls and enter a hall.

The room on your right is home to a pair of soldiers, First Aid Kits, and a Flak Jacket. From the room, head toward an elevator shaft to the right and kill the passengers on their way up (you might have already killed them if you didn't get here quickly). Ride the elevator down to meet with the crate transporter.



From the elevator, peek into the room to the right. Use your Mauser and shoot the two guards waiting to knock you out. With those two dead the room is secure.



Are you tired of walking? Luckily there's a transporter nearby. Run to the controls and activate the switch. Jump on board and get ready for a fun ride.



NOTE

If the transporter goes on without you, you have to walk the tunnels. There are a few guards along the way, but nothing too complicated for you.



Ride on the transporter and shoot the guards as you go. After the first tunnel there are two guards in the open: one to your right as you exit the tunnel, and another to the right across the chasm. They're quick on the trigger, so put them down.

When you reach the end of the track, pop up, shoot the soldier at the transporter controls, and run to the elevator shaft. Shoot the soldiers going down, then take the elevator up.



At the top, a soldier huddles around a fuel tank in front of you. From the shaft, unload a few rounds into the tank. A First Aid Kit hangs to the left, and a ladder to your right leads to another room with a soldier to kill.



NOTE

Listen for the countdown updates over the loudspeaker to determine how much time remains to reach the target before it launches.

Objective: Terminate Launch of V2 Rocket



Enter the door at the end of this room and eliminate the team of scientists. They're not too hard to kill, but they're still Nazis. Take them out quickly.

The next door leads to the rocket control room, where the self-destruct button is. This room is heavily occupied, but the enemies are easily handled with your automatic weapons. Fling open the door, firing at anything that moves. When the cloud dissipates, hit the self-destruct button to the left of the observation window.



Objective: Locate Exit and Proceed to the Outer Compound



The Nazis are not happy about the explosion you just caused. Nor are they pleased that London is still standing. Expect them to send every available threat your direction to stop the menace that crippled their base and put a wrench in their works. Run! Exit the rocket control room and go through the next door. Drop down the

ladder and run toward the fuel tank you detonated earlier to find a broken door, your only means of escape.



CAUTION

From here on, the rocket base fills with Nazis, so the need for stealth is out the window. Never drop your guard, and keep your finger on the trigger to survive the hordes of Nazis to come.

Hurry through the door and follow the walkway around the rubble and into the hall opening. Soldiers, out to kill the man who ruined their attack on London, keep coming as you run through the halls. Kill them quickly while running through the halls. The base starts to crumble, and you don't want to die with it.



Climb the steps and enter the hall to exit the operations room. You end up in the hall back at the beginning of the level near the cargo hold. Run into the cargo area to the crates across from the truck's front.



TIP

The soldiers in the halls line up single file as they approach you. Aim a fast-firing weapon, like the Thompson, at head level as you run through them. With well-aimed headshots, you drop them all, while taking minimal damage.



Negotiate the halls, annihilating all in your way, until you reach a cell on your right. Inside, gather the First Aid Kits, Flak Jacket, Armored Helmet, and ammo.



Continue through the halls and across a large steel bridge. The bridge is about to collapse, so cross it before it drops. On the other side, kill the remaining soldiers in the hall before entering the operations room to kill one more.

TOP SECRET



Break it open to see what's inside.

Move around to the back of the crates until you see one with a blue star on the side. Something good is inside. Give it a kick and collect a Golden Helmet.



With treasure in hand, head back toward the operations room. Enter the doorway to your right and shoot the Nazis.



Grab the First Aid Kits hanging on the wall near the desk. Head upstairs and out the door leading to the metal grating above the supply garage.



Follow this grating, killing any guards posted there, until you come to a vent. Break the grate covering the vent and enter the shaft. Blazkowitz, you've saved the day and made the OSA proud.

TOP SECRET



This switch is well hidden. Press it to open the compartment concealing your gold.

The large peninsula map on the wall next to the bulletin board hides a secret compartment. Break the map and search for the trigger to open the locked compartment. There's a button somewhere that opens the door to the goods.

A smaller version of the map you just broke hangs above the desk in the same area. Crouch on the desk's left side and activate the button concealed here. Bingo! The secret compartment opens; take its cargo.

Part 4: Radar Installation



OSA

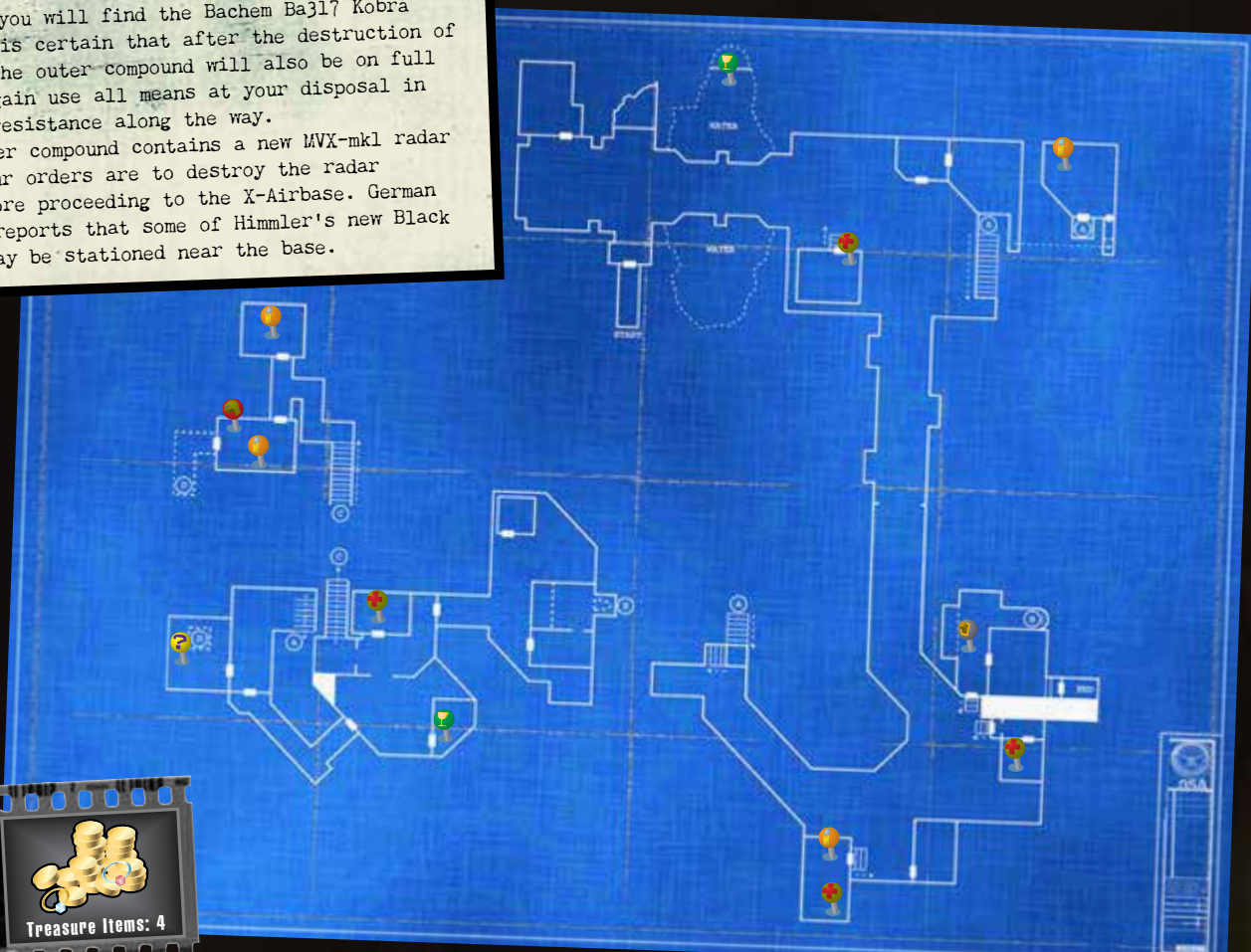
Mission Orders

Proceed through the outer compound en route to the X-Airbase, where you will find the Bachem Ba317 Kobra rocket plane. It is certain that after the destruction of the rocket base the outer compound will also be on full alert, so once again use all means at your disposal in eliminating all resistance along the way.

Also, the outer compound contains a new MVX-mkl radar installation. Your orders are to destroy the radar installation before proceeding to the X-Airbase. German resistance also reports that some of Himmler's new Black Guard soldiers may be stationed near the base.

OBJECTIVES

1. Locate and destroy MVX-mkl radar array.
2. Destroy all radio communications gear.
3. Locate entrance to X-Aircraft facility.



Objective: Destroy All Radio Communications Gear

Expect heavy opposition when you open the grate at the end of the shaft. Those Nazis are still sore about the rocket. You'll have to kill them all, then. Start with the guard on the ground below. Before you drop, wait for another guard to run in from the right. He tries to backtrack over the bridge and escape, so be quick about it. After you take him out it's safe to drop down.



TOP SECRET



It's OK to get wet if there's treasure involved.

As you cross the bridge, jump over the left wall and into the water. Swim to the cement bank ahead of you, then take a dive. Two Gold Bars are hidden behind a grate in the wall. Grab them and kick for the surface. Turn around and swim for the bridge. Climb the ladder on the left side with the red light to get back up.

Other soldiers rush to take shots as you cross the bridge. Take cover in the building on the right and grab the First Aid Kits from the table to recharge. A guard is in this building if he has not already run out to the bridge, so be prepared as the door opens. After you revitalize, dash to the door across the road.



Waste no time running through the door to the doctor's quarters and grabbing the First Aid Kits from the hospital beds. Escape through the window by kicking out the stick holding it open. When you flop out of the window, grab control of the machine gun, and fire it at the soldiers in the street.



Open the first door and shoot the foolish guard. Another door inside leads to another Nazi. When both are dead, continue through the building until you find a ladder.



With the streets again clear of soldiers, head down the road, shooting anyone who missed your machine-gun fire. The door atop the steps of the building to the left hides a First Aid Kit and ammo goodies. Grab them before continuing.



Open the door at the top and take control of the large machine gun. Use it to clean the street of any stragglers. After that, aim the gun into the tunnel. A platoon makes its way toward you from this tunnel; watch the soldiers dance as the bullets fly in their direction.

Run out the door and watch the street to the left. More goons run at you with hostile thoughts. Zoom in and take them down with a couple of quick shots. Run down the bloody streets and into the tunnel at the end.



TIP

A lot of soldiers run down the tunnel. If it seems clear, let go of the gun and move to the right to get a better look. Sometimes they hide along the wall. When they see you, they leave their hiding spots; grab the gun and finish the job.

As you near the end of the road, ready your Mauser and pick off the sniper on the ledge ahead. Give the soldier on the steps leading to the ledge a hole in his head. After clearing the way, climb the stairs to the ledge and enter the door on the right.



Exit the door to the gun's left and run through the tunnel to take cover in the last alcove on the right. Take out the sniper on the bridge and his buddy walking along the fence to his left. Continue down the road to a set of crates along the right wall. Take cover here from the soldier firing from the sandbags off in the distance.



Peek out from the crates to target the soldier in the distance. Use the Mauser to put a bullet in his noggin. Another soldier joins the fun from the door to the left of the sandbags. Kill him, then run for that door, ducking more gunfire from farther down the road.



TOP SECRET

Inside this workshop, left of the giant worktable in the middle of the room, find a grated vent on the floor. Break the grate and drop into the air duct. Crawl through the ducts until you drop into a secret area. This room is filled with armor, ammunition, and a Panzerfaust.

Kick in the vent here and take a trip to a supply room.

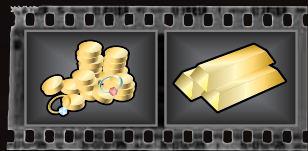
MISSION 4: WEAPONS OF VENGEANCE



When you've stuffed your pockets, kill the guard through the gate at the end of the secret area. As his body hits the floor, cross the hall into another gated supply room. Grab the explosives from the bottom—those explosives are for blowing up the radar, not soldiers.



Exit the supply room and head down the hall. Load your gun before climbing the stairs at the end of the hall. Soldiers wait on each side of the steps for you to walk into their crossfire. Creep up the stairs, crouched with your back to one side of the wall. Creep until you can shoot one in the head, then turn to take out the other.



Enter the door on your left and kill the soldier for the food he is hoarding (if he didn't come out to aid his friends by the stairs). Exit the room and go through the door across the hall. Walk left and fill the soldier with lead, stepping over his body to enter the room he was guarding. Wow, look at all the treasure.



You can't have those Nazis calling for help. Smash the three radios on the tables to complete one of your objectives.



Objective: Locate and Destroy MVX-mk1 Radar Array



Exit the treasure room and return through the door to the right, back to the hall. Take the door to the right and cross the bridge. To the left of the bridge is the MVX-mk1 radar array. Enter the door under the radar and drop an explosive into the radar control room. Run back toward the bridge and watch the fireworks.

Objective: Locate Entrance to X-Aircraft Facility



The Nazis hate you now. The explosion attracts the attention of the soldiers in the room near the bridge. Take a step back and wait for them to come out to investigate. Kill them as they come out the door, then enter the room. Go through the next door and into the room with the radar screens.

Across from the radar screens, a ladder leads down a large hole. Climb down and kill the two guards. To avoid taking damage, be quick on the trigger. One guard fires at you when you step off the ladder. When both have met their demise, the area is safe.



TOP SECRET

Next to the door on the left is a small floor panel. Activate the panel and then turn the red knob below it to find your next secret area. A loud explosion can be heard nearby. Good work!



Secret floor panels make life worth living.

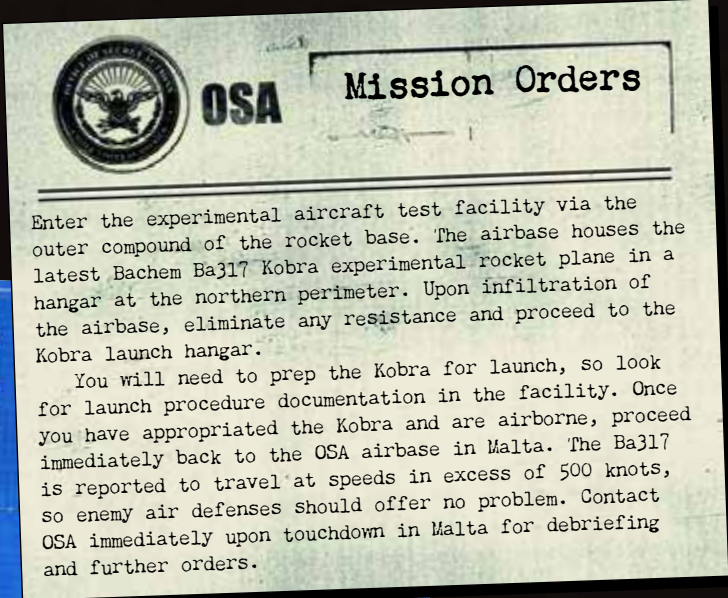


Nothing more to do here. Open the door to the right of the panel and enter. Some large equipment on the left looks broken. That must have been your handiwork. Walk through the next door to find the exit.



Part 5: Airbase Assault

Secret Areas: 0
 Treasure Items: 0



OSA Mission Orders

Enter the experimental aircraft test facility via the outer compound of the rocket base. The airbase houses the latest Bachem Ba317 Kobra experimental rocket plane in a hangar at the northern perimeter. Upon infiltration of the airbase, eliminate any resistance and proceed to the Kobra launch hangar.

You will need to prep the Kobra for launch, so look for launch procedure documentation in the facility. Once you have appropriated the Kobra and are airborne, proceed immediately back to the OSA airbase in Malta. The Ba317 is reported to travel at speeds in excess of 500 knots, so enemy air defenses should offer no problem. Contact OSA immediately upon touchdown in Malta for debriefing and further orders.



OBJECTIVES

1. Gain access to Kobra launch silo.
2. Prep Kobra for launch.
3. Capture Kobra and fly to OSA airbase in Malta.

Objective: Gain Access to Kobra Launch Silo

Let's hope you have a lot of ammo for your Mauser, Blazkowitz, because it's sniper time. Ready your Mauser and walk to the end of the water drain. To your right is a radar tower with a soldier making rounds along the upper walkway. This is your first target. When he gets in view, take aim and squeeze the trigger.



Drop off the drain and, from the grass, take aim at the soldier walking at the lookout tower's base. Let him walk into view, then blast him with a shot to the dome. Now run to the lookout tower without falling down the hill.



MISSION 4: WEAPONS OF VENGEANCE



When you reach the tower, pass the grate on the floor and walk to the left corner of the cement. Relax here and catch your breath while you wait for a military truck to speed down the runway. Ready your Mauser. A soldier patrols in front of a hangar to the left. Two more guards wait to the left of the plane in front of you. Drop them.

Break open the grate in the floor to the ladder's left and drop in. Collect the ammunition and open the door. Grab the health and ammo clip from the shelves on the right before circling around the room to engage a lone soldier. This soldier kicks over the table for cover. Shoot him in the head, and exit through the door opposite the body.



Three Nazis guard this area: two straight ahead and one to the right. When the fighting stops, grab the Grenades and the ammo clip from the shelves and leave the hangar.



NOTE

The hangars along the runway's left side contain a few more soldiers and various items. If you need First Aid Kits or guns, go there before heading to the lookout tower near the large gate. However, doing so brings a few soldiers out of the woodwork to defend their runway.



Climb the ladder of the lookout tower near the large gate until you see the watchman's head. Snipe him, then grab the First Aid Kit and pull the switch, opening the large gate at ground level. Descend the ladder and turn toward the newly opened gate.

Bring up your Mauser and shoot the three guards on the ground in the next area. Stay close to the right wall so you can use it as cover.



When the three are dead, follow the wall until it bends to the right. Peek around the corner and snipe the guard on the beams. Run across the clearing to the open cargo doors of the airbase.



Make your way into the hangar, where a few soldiers are scattered about. In the center of this room is the Kobra that you are going to hijack. Clean the hangar of Nazis and head up the stairs in the building's far corner.



Objective: Prep Kobra for Launch



Follow the walkway above the hangar floor to a door leading into a stairwell. Take the first right at the top of the stairs and turn left, firing bullets into the soldier posted here. (If he's missing, he's in the fueling room.) Head toward the dead soldier, and enter the door on the right with the blue and yellow signs posted on each side.

Turn right and fire at the soldier hiding behind the door. Grab the First Aid Kits if you need them, then run to the control panel under the window. Pull the lever to commence the elevation portion of the Kobra start-up sequence. The switch raises the plane up to the next level, where you fuel it for takeoff. As the plane begins to rise, exit and run to the door on your right.



CAUTION

From this point on, speed is crucial. Outside the airbase, Paratroopers deploy. The longer you take, the more of these soldiers you face.



Objective: Capture Kobra and Fly to OSA Airbase in Malta

Turn right and kill the soldiers occupying this room. As they collapse, run to the far end to a control panel on the right wall. Watch the plane rise into position through the window. When it stops moving, flip the switch to begin the fueling phase. When the plane has fuel, open the hangar doors and hop in. Exit the fueling room and run to the door at the end of the hall, killing the guards who entered the hall to stop you.



The Kobra plane is ready for takeoff; so get to it. When you return outside, watch for a Paratrooper on the structure. Shoot him as you pass, and take his Paratrooper Rifle. After you make your way down the maze of ladders, go through the door at the bottom of the structure.



The next door leads outside. Run for the ladder on the far end of the airbase. Ignore the hordes of Paratroopers raining from the sky as you climb the ladders to the door at the top of the structure. Shooting down all the Paratroopers costs too much ammo and health, so run through the remainder of this mission.



CAUTION

Watch for some Paratroopers who have already made it into the airbase's halls. Keep close to the cover of doors and blast away.



Enter the hall and make a left at the opening. Place a few bullets into the Paratroopers running up the stairs to the left, and run through the newly opened gate. Race through the hall and up the stairs to a door on your right. Bust through the door and eliminate the four soldiers inside.



NOTE

If you want to leave no survivors, run to the hangar and shoot the Paratroopers as they come through the narrow opening of the hangar doors. This is easier than shooting them out of the air; the narrow passage allows you to pick them off one-by-one.

Enter the door at the top of the structure, then run through the door at the end of the hall. Run to the crates at the back and shoot the soldier hiding behind them. Grab a First Aid Kit if you took a shot from a Paratrooper on your way up. Spin the valve to complete the final phase of the Kobra sequence, exit, and return to the ladder-filled structure.

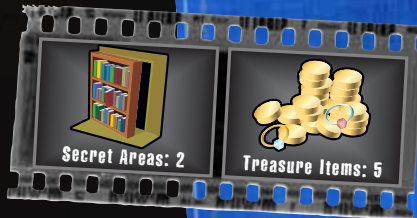


Walk to the green-lit switch on one side of the room. Push this button and hop into your new ride.



MISSION 5: DEADLY DESIGNS

Part 1: Bombed Factory



OBJECTIVES

1. Eliminate Panzergrenadier team.
2. Aid Kreisau Circle in safe defection of the SWF scientist.
3. Escort the captured Panzer safely to the SWF complex.
4. Gain access to the SWF complex.



OSA Mission Orders

Deathshead has been tracked to what we believe is his Secret Weapons Facility (SWF). This is an industrial complex located near Kugelstadt, a city that has undergone intensive aerial bombardment by the Allies for the past 48 hours.

Deathshead's connection to the events at Castle Wolfenstein are becoming more clear, but it is imperative that we learn more about what his Special Projects Division is up to. The OSA has wanted to investigate the SWF since learning of its existence a few months ago, but we have been unable to pinpoint its exact location or gain entry.

The Kreisau Circle has also informed us that a top scientist from the SWF wishes to defect. They have commandeered a Panzer tank near the entrance to the complex and will be able to assist you in gaining entry to the facility. Once you link up with the resistance members, afford them any help they might need in securing the safe defection of the scientist.

Preliminary reports have come to us from the defecting scientist through our Kreisau Circle contacts. These reports state the existence of a project book that fully discloses information on Deathshead's experimental Venom gun. OSA will provide further information regarding the project book after the defecting scientist's debriefing.

Objective: Eliminate Panzergrenadier Team



The Panzer Commander asks for your assistance in destroying the Panzergrenadier team so the tank can proceed unhampered to the SWF. Move forward on the tank's left side, but don't turn the corner. A sniper is on the third floor of the building at your 11 o'clock. Bring up the Mauser and shoot him.



Two more soldiers approach on foot from down the street. You can use the Mauser, but it requires two shots per soldier. Instead, switch to a machine gun and make quick work of them.

Take a right into the alley below the sniper post. Follow the road, turning left and moving through an archway. The alley forks to the left here; for now, continue straight through a second archway. You'll come back to the fork in a moment. Turn left to come upon a Nazi soldier who is looking the wrong way. Stab him in the head before he turns around.



Backtrack to the fork in the alley and hang a right into the area you passed earlier. Ahead of you, two stairways lead up. Above and to the right of your current position, a soldier lurks in a doorway. Take a few steps back until his head comes into view, then pop him with a shot from your Mauser.

Run to the stairs, turn around, and look at the window above you. Walk backward up the second flight until you have a clear shot at the sniper in the window. A few shots and he's down for the count.



NOTE
 If the Panzer Commander tells you that your objective is complete, you face no more soldiers in the building. Don't delay or you'll be late in protecting the tank.

Objective: Aid Kreisau Circle in Safe Defection of the SWF Scientist



Continue up the stairs, through the doorway, and down the hall. Grab the Panzerfaust lying on the floor by the hole in the wall and confiscate the nearby Armored Helmet and First Aid Kit. Fall out of the hole and follow the tank forward.



Don't turn the corner until the Commander destroys the bell tower and the sniper within. After you blow the sniper into the afterlife, go around the corner and eliminate a machine gun-toting grunt.

At the barbed wire barricade, take a right and go down the narrow alley through a gate. Follow the winding path to a gray granite archway. If you proceed farther, an angry Nazi peppers you with machine-gun fire from the far end of the courtyard, to your right. A second bad guy fires as he runs across your line of sight from right to left. Pull up your scoped Mauser and eliminate them.



Run into the courtyard and move to the left wall. Another guard hides behind a stationary machine gun in the wall. Rush in from the side and blast him before he shoots. Pick up the Flak Jacket and First Aid Kit behind the stationary gun.



Run out of the machine-gun nest and jump through the large hole in the adjacent building. Heavy fire from a window across the court meets you at the top of the stairs. Creep up the stairs, facing right, with your scope up. Get the sniper when he comes into view.

Drop through the hole in the floor. Leave the room through the door, ventilating a fired-up soldier in the next room hiding to the door's left. Time is of the essence now. Take too long and the defecting scientist is killed, resulting in mission failure.



Bring up your Panzerfaust and run out of the hole in the wall. Turn right and fire a rocket at the large Nazi carrying a Flamethrower. Run to his corpse and pick up the discarded weapon. If it doesn't automatically equip, switch to it.

MISSION 5: DEADLY DESIGNS

Turn and torch the gunner at the fence while sprinting forward to continue the barbecue. Light up two more soldiers who are too busy firing at the scientist to notice you.



Continue along the path until you can see the scientist under fire. One final assassin tries to foil your plans. Turn the heat on him and watch him crumple to the ground. Go behind the scientist and grab the First Aid Kits.



CAUTION

Do not shoot the scientist or the guards protecting him. Doing so causes the mission to fail.

Objective: Escort the Captured Panzer Safely to the SWF Complex

Backtrack to the street where you left the tank. It's under heavy fire and requires further assistance. On your way back, pick up an additional First Aid Kit and an Armored Helmet from the raised boards behind the spot where you met the Flamethrower soldier.



The tank has destroyed the barbed wire barrier, so proceed forward. On the left side of the street, past the barbed wire remnants, a Nazi waits. Riddle him with heavy fire, then grab the Armored Helmet and other good stuff at the end of the sunken alley.



Around another corner you meet heavy resistance. Ignore the sniper in the window of the building to the left and instead run for the alley next to the building. Use your Mauser to finish the rocket-firing Nazi.



The tank continues to the end of the street. If it arrives safely, the objective is accomplished. However, Nazi soldiers carrying antitank weaponry pose a serious problem. You must get them before they destroy the Panzer. Turn your scope down the street. Pop the soldier who runs to the right of the tank first, then get the one hiding at the end of the road.

Objective: Gain Access to the SWF Complex



Run to the barbed-wire barricade you crossed and kill the Nazi who was trying to sneak up on you. Go to the corner you just came around and use your Mauser to drop that sniper in the top left window whom you spared earlier.



A couple of soldiers investigate the large hole at the end of the road produced by the tank's cannon. Kill them.

Before you enter the passage the Panzer created, travel down the second alley and dispatch the Nazi holding the Flamethrower. Get him before he roasts you!



Follow the U-shaped walkway until you see stairs on your right. Ease around the corner and shoot the barrels to kill a cowardly Nazi hiding behind them. Climb the stairs and go into the building: A portion of the second floor has fallen. Traverse it into the higher room.





The left window is free of glass, so jump through it and into the building across the street. Run into the next room and kill the lone soldier hiding to the left. Pick up the First Aid Kits and Armored Helmet.



The first room is clear, so run through the second room into a ruined courtyard. Kill the approaching Nazi then the unsuspecting Flamethrower-carrying Nazi with your Paratrooper Rifle or Panzerfaust.

TOP SECRET



When the coast is clear, move into the room from which you came. Stand in the far corner and fire at the barrels on the opposite side. A mighty explosion exposes a flaming hole and five Gold Bars. Don't touch the fire or you'll get burned and take damage.



Standing too close to exploding barrels can take all the fun out of finding hidden treasure.

TOP SECRET



Climb a fallen I-beam and hop onto the plate that connects the beam to the concrete column. Run and jump onto the remnants of the second story, picking up the ammo and First Aid Kit.

Jump from the connecting plate to the ruined second story to find a secret area.



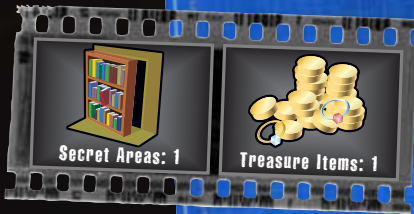
With the area clear of supplies and enemies, drop from the hole in the wall onto the tank. This way you won't take any damage from the long drop. Enter the large hole in the wall that the tank made earlier.



With loot in hand, drop to ground level. Make your way to the back of the bombed room to find a dark hole in the ground. Drop in to finish this part of the mission.

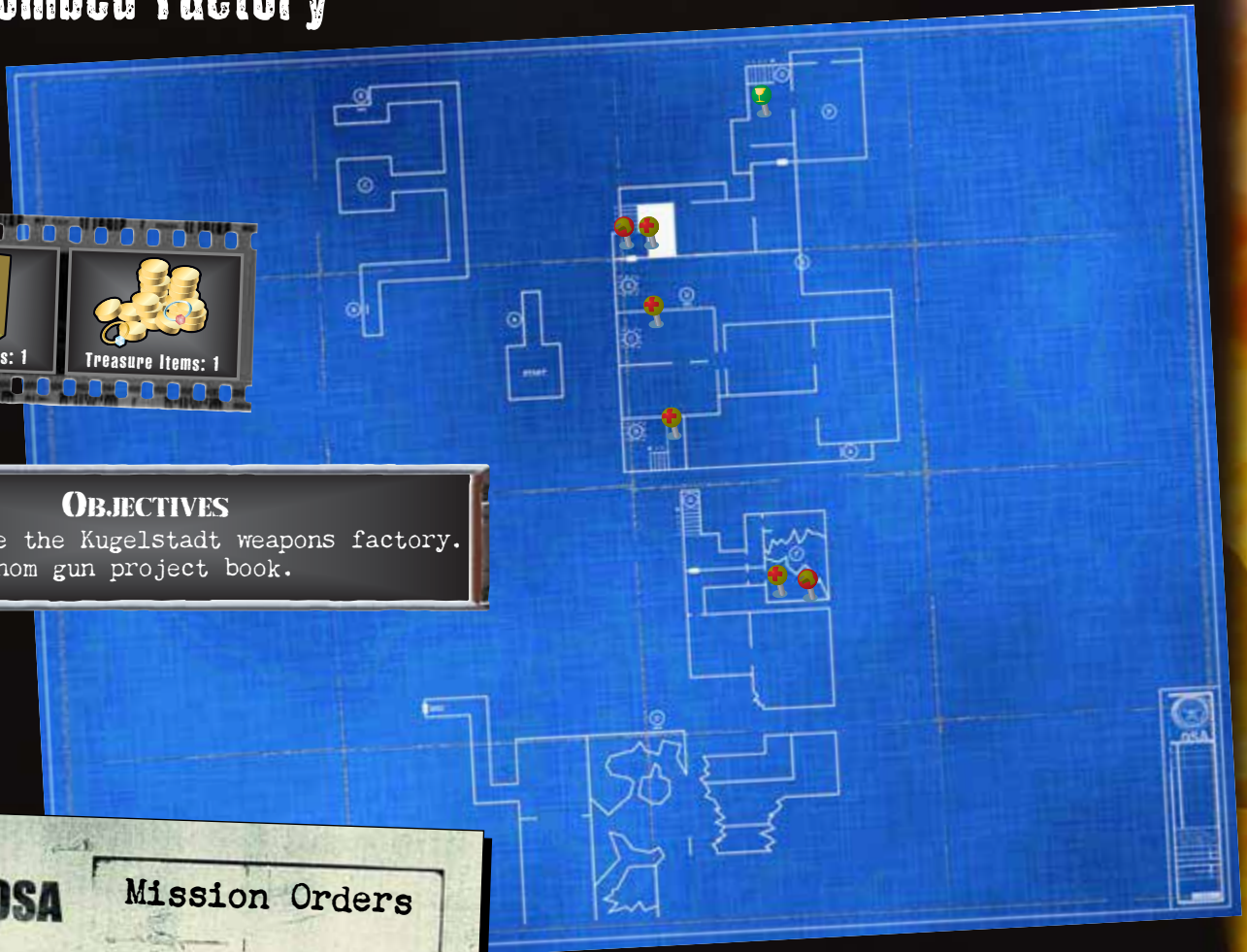


Part 2: Bombed Factory



OBJECTIVES

1. Infiltrate the Kugelstadt weapons factory.
2. Obtain Venom gun project book.



OSA

Mission Orders

The first part of the SWF industrial complex is the weapons factory. Various aircraft and heavy weapons were being manufactured here before the bombing raid. Intelligence has learned that this was also to be one of the manufacturing points for the Nazis' new Venom machine gun.

This weapon has been rumored to have an incredible rate of fire, and if it is half as powerful as reports would indicate it could pose a serious threat to the Allies. The defecting scientist has confirmed the reports that there is a Venom gun project book somewhere in the factory that contains all of that weapon's technical information and specifications.

The procurement of this Venom gun project book would be a major stroke of good fortune for the Allies; it is imperative that you find it before proceeding.

Objective: Obtain Venom Gun Project Book

Proceed through the sewer to the ladder. Climb to the top and destroy the grate, but don't climb out or you'll be hammered by machine-gun fire. Equip your Mauser and crawl up the ladder with your scope up. Aim ahead and up to pick off the gunner at the yard's far side.



A second gunner is on top of the right-hand building. Pan up and right, looking through the scope, to find your new target. Put a bullet in his noggin, and it's safe to climb out of the sewer.

Move into the courtyard and through the ruined building to your right. Stumble through the rubble of the destroyed structures, blasting any enemies that confront you. Hop into the room with the burned Nazi banner and shoot the Nazi waiting for you.



Turn around and use your Mauser to puncture the guard on the ledge above you. When the coast is clear, pick up the First Aid Kits behind the flag. Break the grating in the floor nearby and jump in.



Equip the Thompson, Mauser, or Paratrooper Rifle and move to the crossroads. Turn right to gun down the soldier, then spin around to eliminate another carrying a Flamethrower.

TIP
 If you don't kill both enemies at first, try this: Get their attention, then retreat beneath the grate you jumped through. Bring up the scope and wait for the soldiers to move into range. Easy pickings!

CAUTION
 Sometimes the noise of your fight draws another soldier from the right side. Keep your guard up just in case.



Take the right fork first, killing the grunt who gets in your way. Climb the ladder and grab a pair of First Aid Kits near the stationary gun.

Backtrack and take the left fork to another ladder. Break through the grate and kill the Nazi near the door. Turn right and kill the soldier standing in the vehicle. They both have their backs to you, so you face no resistance.



CAUTION
 Do not stay in the area for too long. A Nazi soldier armed with a Panzerfaust sits on the far side of the block, ready to deal massive damage if you hesitate or wander astray.



Move through the door nearby and pick up an Armored Helmet and a First Aid Kit. If you made a lot of noise, a guard meets you; deal with him if necessary. Climb the wooden stairs and peer around the corner with the Paratrooper Rifle at the ready. Make a bloody mess of the two guards in the hall.

Continue through to the second small room, where a guard is waiting for you. Announce your presence with a few rounds from your MP40.



The next hall contains an enemy with his back to you. Leave him with a few reminders of your brief rendezvous. A soldier waits on a balcony in the next room. Say hello from below with your gun.



Head up the stairs now and on toward the open door. Listen to the Nazis inside having a technical argument on the proper way to disarm a bomb. They both lose. Move into the room to find it redecorated. In addition to the gaping hole in the floor, various body parts are strewn about, and splashes of crimson add a touch of color to an otherwise dreary place.

Jump the hole in the floorboards to get to the other side. Be careful; two soldiers fire at you from below. Take them out from above with the Flamethrower—aim behind each set of boxes to fry them.



MISSION 5: DEADLY DESIGNS

TOP SECRET



Fall to the floor below and mop up any competition still standing. Inspect the crates in the corner to find a Chalice to add to your collection. Shoot the barrels nearby to create an escape hole in the wall.



Check the crates to find out what these Nazis are importing.



Reach the broken end of the blue-tiled rooftop and shoot any guards still around the area. Turn left at the edge to enter the shattered building. A short walk brings you to a desk with the Venom gun project book atop it.

Objective: Infiltrate the Kugelstadt Weapons Factory

Move back to the blue-tiled rooftop, and leap to the area with the red ladder. If you find a Nazi with a Panzerfaust on the ground, kill him with the scoped Mauser before crossing.



Crawl out of the hole and move up the stairs to get back to the room you were just at. Jump the boards and grab an Armored Helmet and a First Aid Kit. Run through the door, and continue to the room without a ceiling. From this point, be wary of ambush from all sides.



Move into the corner for safety. Equip the Mauser and scan the building across from you through the broken windows. One Nazi with a Panzerfaust waits in a window to the left, and two lurk in the building across from you.



Make one final jump to finish the level. To the left of the line of windows is an open area with only a low wall to bar your access. Shoot the Nazi who tries to stop you if you haven't killed him already, then jump over the wall. Run through the wooden door and proceed to the exit.

Move through the break in the wall and pivot right where the Nazi with the Panzerfaust dropped dead. Position yourself at his former station to pick off the guard below. Set your sights on the guard across the way.



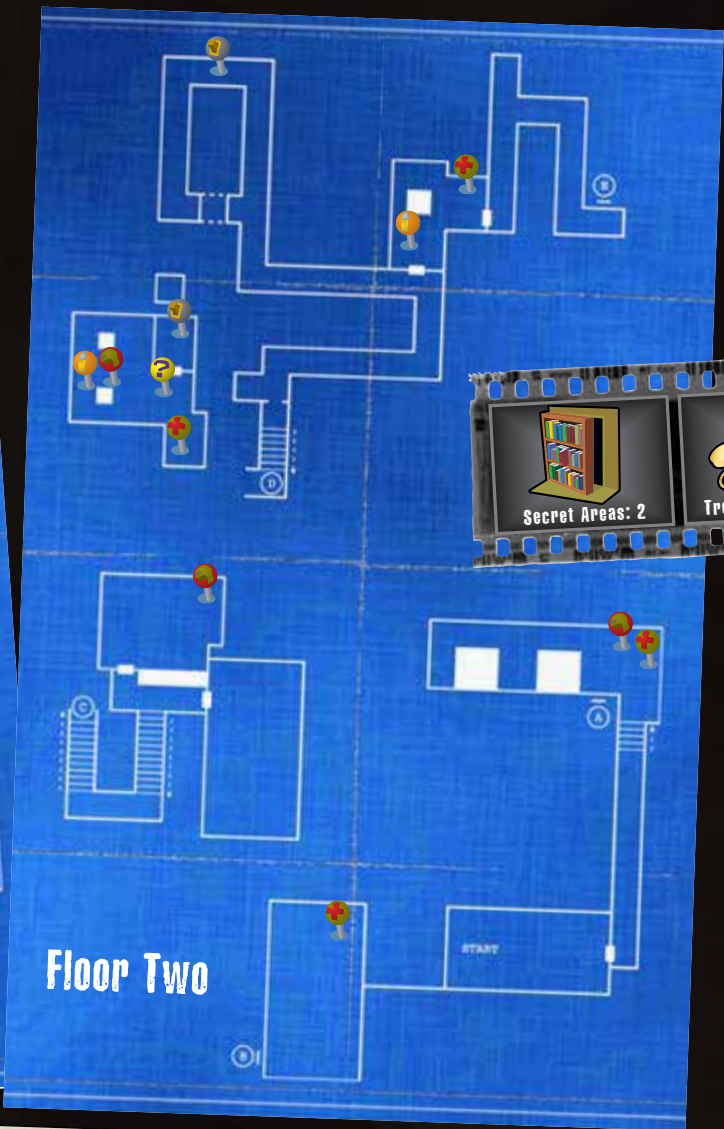
It appears to be a dead end, but look left toward a blue-tiled rooftop on the adjacent building. Hop onto the wall and jump to the roof. Crouch and train your scope on the windows ahead. You spy a few men with itchy trigger fingers. One has a Panzerfaust, so be quick and accurate with your shots.



Part 3: The Train Yards

OBJECTIVES

1. Gain access to the main warehouse complex.
2. Locate the primary lift and proceed to the SWF.



Secret Areas: 2
 Treasure Items: 2

OSA Mission Orders

The second part of the SWF industrial complex is the Train Yards/Freight Depot. Aerial Recon reports that this area appears to have been damaged less than the factory. The real strategic importance of this area is that it is the only entrance into the Secret Weapons Facility itself.

The entrance lies underground and out of reach of Allied bombers. Unfortunately, our tactical knowledge of this area is minimal at best, so you must discover on your own which building contains the SWF entrance.

Objective: Gain Access to the Main Warehouse Complex

NOTE

The first part of this mission is challenging. Snipers and rocket-firing Nazis are in most of the surrounding buildings and on the ground. This walkthrough gives their initial positions, but because they move, you must seek them out and destroy them. The weapon of choice here is the Mauser. Proceed with caution and constantly utilize your scope.

MISSION 5: DEADLY DESIGNS



You start in a destroyed building with crumbled walls and shattered windows. Move right through the door, killing the Nazi in the hall.

Once outside, show another Nazi what a lethal weapon you are. Snag the Armored Helmet and First Aid Kit and take cover.



By now you might have seen a rocket or two come your way. Pull up the scope and scan the surrounding buildings. Catch one or two Nazis on the flat-roofed building across the way. Move to the roof's edge to get a third enemy who is on the ground firing at you.



Climb down the ladder and bring up your scope. Across from you, behind the flatbed supporting some heavy artillery, three more soldiers emerge from a garage. Crouch and hit them before they scatter. Run into the garage for some health and armor.



Exit the garage and move against the left wall. Crawl around the corner with the scope up until you have the boxcars in sight. A door opens to the right, and a couple more moving targets pop out. Dodge incoming rockets as you blast away. Keep your sights at that location because another guard runs around the boxcar.



Don't head through the open boxcar. Instead, take a trip around the building you are up against (toward the train). Drop the guard in the corner and climb the ladder next to which he was standing. Grab the health and move to the corner of the roof closest to the boxcars.

TOP SECRET



A hole in the train roof means hobo gold for you.

See the opening on the roof of that boxcar? Jump onto the roof and fall in. Grab a First Aid Kit, Armored Helmet, ammo, and two Gold Bars. Jump on the small crate and crouch to make it through the small opening.



When you exit the car, move toward the other end of the building. Walk backward, however, watching for a bad guy on a ledge. Use your Mauser to finish him before he shoots. Go under the partially open metallic door at the end of the complex.

Objective: Locate the Primary Lift and Proceed to the SWF



Catwalks line this large warehouse, and enemies lurk both above and at ground level. The first soldier is above you on the catwalk ahead. Kill him and pivot left. Two more greet you: one at eye level, another from above. Send them into oblivion.



Move to the other half of the warehouse. A door opens and two more grunts run at you. Pick them off one at a time with your Mauser.

Move through the door and into the complex. Kill the two naughty Nazis who try to stop you in the T-shaped main hall. Another Nazi fires at you from a room to the left. Greet him with a few bullets to his noggin and pick up his dropped weapon.



Move to the T-shaped main hall. The double doors ahead are locked for now, so go through the single door on the left. Move to the breakable window to see a Nazi hiding behind a desk. Kill him through the glass with the Paratrooper Rifle.



Go into the room containing the dead guard and grab the First Aid Kits on the wall. Activate both switches on the wall behind the desk. Doors that were locked are now open. The light above each door changes from red to green to show it is unlocked.



Exit the room and take a right through the newly unlocked door. Climb the stairs to find two doors. The right door offers nothing. Behind the left door you can kill two Nazi scientists and pick up a brand-new Flak Jacket.



Head to the T-shaped hall and enter the previously locked set of double doors. Drop the soldier on the floor ahead of you. Another soldier is to your left and on top of a catwalk at the far end of the warehouse. Use your Mauser to dispatch him.



Hug the wall to your left and aim above and behind you. Another crafty Nazi is on the catwalk above the doorway through which you came.



As you walk farther into the room, others rush to join the fray from the far end of the hall. Drop them with your Paratrooper Rifle before they hurt you.



After the fighting subsides, duck into the open doorway on the warehouse's left side and travel up to the catwalks. When you reach the metal ramp, beware; a window to your left provides an excellent opportunity for a sly soldier to take a few shots at you.



Run around the catwalk and move into the first door you come to. Kill the guard in the back of the room, but ignore the door nearby; it leads to the warehouse you were in. Grab a Hot Meal and some ammo, then return to the catwalks. Continue along the path until you must make a right turn. Notice the platform across the way.

TOP SECRET

Climb onto the railing and jump across to the free-floating platform. Turn left and leap onto the platform holding the white control terminals. Enter the room and grab the goods: Armored Helmet, Flamethrower fuel, and ammo. When you exit, flick the red switch to bring the moving platform closer to you. This allows you to easily return to the catwalk from which you started.



Hop onto the railing, then leap to the far platform.

Move along the catwalk until you reach a brown and gray access panel. Activate it and the button behind it, powering up the lift to take you into the SWF.



Head to ground level and run to the section of the bottom floor you skipped earlier. There you'll find a now-open elevator. Jump inside to complete the objective.



TIP

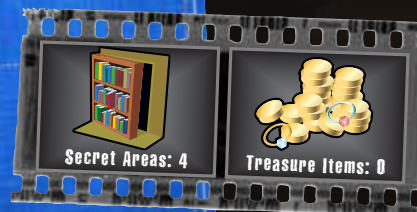
Before you enter the elevator, take the ramp in the center of the room to a lower level. Two bad guys down there want to put a bullet in your head. Move around the left side of the equipment and take out the first guy. Move to the center of the room and finish the other. Leave no Nazi standing!

MISSION 5: DEADLY DESIGNS

Part 4: Secret Weapons Facility

OBJECTIVES

1. Locate Deathshead's U-boat pen.
2. Obtain information on Deathshead's destination.



OSA

Mission Orders

Besides advanced weapons research and development, the OSA has very little information on what goes on inside the SWF. Kreisau Circle intelligence does suggest that the SWF contains a U-boat pen that may be used as a debarkation point for another of Deathshead's secret research projects, although we have no idea what that may be.

Also be on the lookout for advanced weapons prototypes. The bombing raid has made a mess of communications topside, so you should be able to enter the facility without their knowledge.

Objective: Locate Deathshead's U-Boat Pen

Two doors are visible when the elevator doors open. A guard is behind the closest door. If you don't go in and get him, he comes out to get you. The far door opens when a soldier investigates the commotion. Kill them both, along with any that follow, then turn and face the five large cylinders against the wall.



TOP SECRET

Blow up the cylinders to access a secret area. Crouch and get the First Aid Kits, armor, and ammo.



Australian for lock pick.

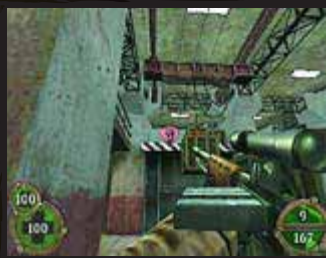


Leave the area through the double doors and prepare to face a few more Nazis. Shoot them as they walk around on the bottom floor or they'll ascend the stairs to your right.

Head downstairs and continue to a raised platform. Cap the two Nazis who get in your way, then descend from the platform and stop shy of entering the tunnel. Pull out your Mauser and snipe the soldiers at the hall's end.



When the place is empty, continue through the tunnel. Though they won't help their comrades, more Nazis aim bullets and rockets at you when you exit the tunnel. Kill the Panzerfaust gunner on the balcony above and left of the tunnel exit before he gets a clear shot at you.



The last one is on the upper level to your left as you exit the tunnel. He has no cover from your barrage of ordnance, so take him out.



The two doors in this large room are locked. Use the stack of green boxes to jump to the suspended box, and from it jump to the upper level. When you reach the second level, spin around and check the perimeter for bad guys.

Three rooms connect to this hall; the middle holds two First Aid Kits and a gun. Grab everything you can, exit the room, then move through the door on the left. Unsuspecting victims stand around the corner. Wipe them from existence with your weapon of choice.



Ignore the double doors for a moment and move left, where another Nazi awaits your attention. Oblige him, then activate the switch on the back wall.



That thing is called a Loper, and it's mean. You fight it when you enter the next room. Pick a weapon that fires fast and go have fun.

After the Loper electrocutes the Nazi zookeeper, attack it with a couple of rockets or a clip from your Paratrooper Rifle. Grab the Venom gun, ammo, and First Aid Kits on the shelf. Equip the Venom and feel the power.



CAUTION

Lopers are deadly. If they get in close, they shred your armor and drain your health. Keep your distance as you unload on them.

Try your new weapon out on two more Lopers that occupy the next room. Go through the large hole in the wall and move to the next doorway. The first Loper is to your left after you pass through the door. The second is around the next corner to the right.



When those Lopers are dead, it's time to fight another. Activate the switch on the wall where the second Loper was hiding. A cell opens up next to it containing another horrible beast. When you have a target, blast away.

TOP SECRET

After atomizing the freed Loper, destroy the back wall of its cell to reveal a secret area. Clear it of First Aid Kits and ammo before leaving.



With this shoddy construction, it's no wonder the Lopers are escaping their cells.



After collecting the hidden stash, move through the unlocked single door and shoot the unsuspecting guard. Activate both wall switches, grab the First Aid Kit on the wall, and continue to the next room.

MISSION 5: DEADLY DESIGNS

Stay close to the door and torch, shoot, or explode the Nazis inside. Keep out of the way of incoming rockets. Utilize the green boxes one more time to get up to the second floor. Notice that the barriers have fallen and you can now move to the other side. Go down the hall and through the next door.



Enter the room across the hall and kill the guard. Pick up the First Aid Kit and ammo, then return to the hall. Head for the stairs and get ready for action. Three Nazis rush up to meet you. Welcome them with your blazing gun.

Go downstairs and round the corner. Before entering the double doors, shoot the Nazi who rushes in from down the hall. When he drops, pass through the double doors and kill the man on the room's far side. Pick up the Armored Helmet, ammo, and First Aid Kit from the shelf. Shoot the Nazi who barges in to save his friend.



Exit through the gate, turn left, and enter the double doors around the corner. You are back where you first jumped in the pool. Pass through two sets of double doors on your left to get to the sub pen.

Objective: Obtain Information on Deathshead's Destination

The sub pen is a large, two-story rectangular room with a holding tank that houses a submarine. When you enter, the submarine submerges and exits the pen. Focus on the enemies firing at you from the outskirts of the tank. Use your Mauser to pick them off one-by-one: two along the wall across from you, one on the far right wall, and another on your side of the room, but farther down on the right.



Move along the walkway until you reach the door at the end (ignore the first door you pass for now). Enter it and collect a pile of equipment, including two Armored Helmets. Backtrack to the first door you passed and enter it.

Ascend the long flight of stairs and kill another Nazi who enters your line of vision from the left. When he's dead, take a right and continue down the hall. Go through the door and move to the bridge's other side.



The door is locked, but your objective lies below you. Hop onto the right-hand railing and shoot the explosive barrels below. This destroys the locked door and creates an opening for you. Jump to the concrete landing below.

Ascend the stairs and dispatch the two Nazis at the top. Turn right, pass through one more door, and run up one more staircase. This mission is done.



TOP SECRET

Jump into the pool of water and break the grate behind the large pipes. Crouch and crawl through to the tunnel's other side. Take some air and swim to a small room with a ladder on the right side.



Jump in and break the grate behind the two large pipes.

Climb out of the water and move to the next ladder. Activate the switch and climb up. When you reach the top, turn around and follow the tunnel to another ladder. Climb it, kick open the door, and activate the panel on the wall to reveal a wheel. Turn the wheel to raise the water level, then backtrack to the bottom of the ladder.



Hop over this rail and into the water below.

Activate the small vent near the ladder and crawl through. Head straight and down the stairs to a small metal bridge. Jump over the railing and into the water below.

Swim through a small tunnel and up through a hole in the ceiling. Up one more ladder you find the secret areas. Fabulous weapons of mass destruction are yours!

MISSION 6: DEATHSHEAD'S PLAYGROUND

Part 1: Ice Station Norway




OBJECTIVES

1. Breach X-Labs' outer compound.
2. Gain access to main secure lab area.

Secret Areas: 2

Treasure Items: 6



USA Mission Orders

Your interrogation of the officer in the SWF has yielded the location of Deathshead's X-Labs in occupied Norway. Our defecting SWF scientist has also revealed the nature of what is taking place at the X-Labs; project Über Soldat, or Proto-Soldier.

This is Deathshead's most advanced technology project, apparently combining robotic and biological engineering to create the ultimate killing machine. By itself this Proto-Soldier could pose a considerable threat to the Allies, but it appears that this project may have some other connection to the SS Paranormal Division.


In any event, the X-Labs must be infiltrated at all costs; we must know what Deathshead's ultimate goal is for these Proto-Soldiers and, if possible, what their connection is to the SS Paranormal Division.

Objective: Breach X-Labs' Outer Compound

You parachute into a desolate area of occupied Norway. Equip the Snoopers Rifle. Its light-enhancing scope makes it the perfect weapon in these conditions. Trudge forward until the submarine becomes visible. Pull up the scope and ice the lone soldier standing near the boxes.



Hurry to a position behind the first set of boxes. Creep around the right side until you see a soldier near a high-voltage generator and lamp. There are actually two soldiers here; the second is behind the first. Equip the Sten and dispense a few aimed rounds at the pair.

TIP

The Snoopers Rifle is indispensable in this mission; use it to take out enemies at long range. When you must engage enemies at close quarters, use the Sten.

MISSION 6: DEATHHEAD'S PLAYGROUND



CAUTION

Don't destroy the generator. The resulting explosion alerts the base to your presence.

TOP SECRET



A coil of rope is next to the sub. Follow it to the bottom of the ocean to find a broken crate and six gold bars. Grab them quickly because your air doesn't last long. After you snag the goods, follow the rope to the surface so you don't end up trapped beneath the ice.



Follow the rope to the murky depths to find lost treasure.



Go past the bow of the sub until a raised walkway emerges from the fog. Bring up the Snooper scope; it shows that this is the entrance to the compound's courtyard. There's a guard pacing in front of the gate. Wait until his pattern takes him away from the front gate, then put an end to his tedious routine.

Hightail it to the gate and crawl behind the large crate on the right. When you move around this box, notice three soldiers warming their hands by a fire. With quick and steady shots, send them all to a much warmer place. With the courtyard clear, head to the rear of the large building the trio was guarding.



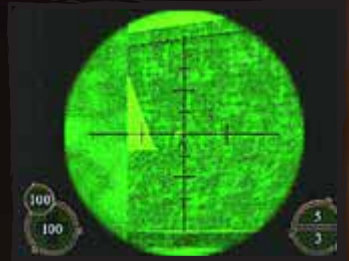
TOP SECRET

Break the wooden slabs to reveal a crawl space that runs underneath the structure. Climb the ladder to find an Armored Helmet, a First Aid Kit, and some ammo. Exit the building and return to the courtyard.



Break these rickety boards to uncover a secret area.

Grab the Flak Jacket in the guard booth across the way and walk toward the complex until the top floor door opens and a soldier runs out. Use your Snooper to take him out with a single shot.



When the upper door closes, move toward the complex. Quietly enter through the lower door next to the large roll-up garage door. You hear two scientists complaining to one another from a room to the left, oblivious to your entrance. Use your Sten and give them something to cry about.

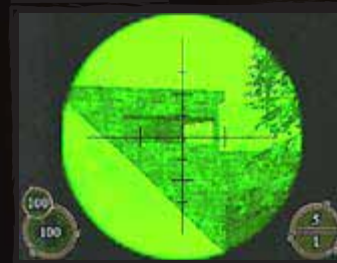


Objective: Gain Access to Main Secure Lab Area



Pick up the First Aid Kits and climb the ladder in the garage area of the compound. Exit the upper door and quickly eliminate the guard in the guard tower. If you hesitate, he sounds the alarm and makes life difficult.

Earn your hazard pay by killing the three soldiers on the ground near the guard tower. Creep to the edge of the walkway and peer over. Use your Mauser for three quick head shots.

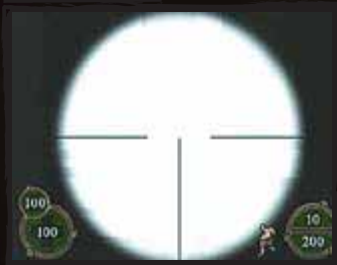


Ascend the small hill to the base of the watchtower. Traverse the elevated path until the next tower emerges from the fog. There are three guards: two in the tower and one on the connecting walkway. Quietly dispatch them with the Snooper.



Slide along the path until you come upon the tower's roof. Climb down through the opening, making sure to look before you leap. If you didn't kill all three guards you will have a Nazi welcoming party. The second room contains two hanging First Aid Kits.

The third watchtower is off to the left when you exit this one. However, the guard carries a Paratrooper Rifle, and even worse, he is probably aware of your presence, whether or not you were stealthy. Pop in and out of the doorway to take potshots at the big guy until he falls.



NOTE

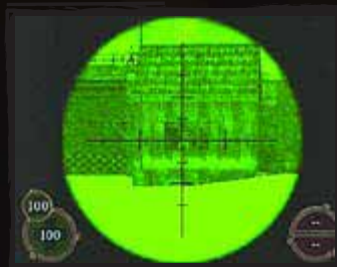
If the alarm sounds, throw stealth out the window and prepare to engage an alert enemy. Although it's possible to continue the mission if the alarm sounds, this walkthrough was written with stealth in mind. So, if you don't maintain stealth, enemy placement and movement will be different than described here.



CAUTION

From here on, the guards are more dangerous. Most carry Venoms or Paratrooper Rifles that fire rapidly with amazing accuracy. Break out the big guns to dispose of these juggernauts.

Descend the walkway ladder to the ground and quickly move to the rear of the third tower. There is a guard across the courtyard in the building under the raised Nazi flag. Hit him from long range with a Sniper round.



The building directly ahead of you contains two First Aid Kits and should be unoccupied. Stash the kits and head to the building next to the radio tower. Cautiously open the door; a soldier waits inside. Two more First Aid Kits are your reward.

Enter the courtyard and run to the small kiosk near the sliding doors. Activate the switch inside to open the doors nearby so you can grab some ammo.



Creep to the sliding doors. Get your Mauser ready and aim for the walkway above the tunnel entrance. Pop the guard before he pops you!

Run to the right of the locked tunnel entrance to find a side door. Inside you'll find a Hot Meal and ammo. Go through the door and past a parked truck to reach some stairs and another door.



Crouch and open the door. Two guards are posted on the bottom floor to the right. Use the Paratrooper Rifle and smoke them before they know what hit them. Two more soldiers enter through a door down the hall. Mow them down as well.



Don't leave the safety of the doorway just yet. Two Nazis with Venom guns enter the area from a doorway on the right. Keep the fire on them as they move along the walkway. If they jump to the lower level, wait for them to appear on the opposite side of the truck, then shoot them.



When the coast is clear, run down the walkway and enter the storage room to the left to get an Armored Helmet, a Flak Jacket, and some Paratrooper Rifles. Directly across from the storage room, on the other side of the garage, is a generator room. Destroy the generator and stumble through the resulting rubble to finish the level.



MISSION 6: DEATHEAD'S PLAYGROUND

Part 2: X-Labs



NSA

Mission Orders

There is very little information about the X-Labs themselves. Our defecting scientist worked in weapons research, and although he is aware of the existence of the X-Labs, he has never been there. He has, however, informed us that the X-Labs do make extensive use of Tesla technology to create powerful guided electric fields.

These are apparently used for everything from security gating to local power generation. It is also rumored that this technology is what drives the nervous systems of what our scientist calls the X-Creatures.

This last statement indicates that you will probably engage more of the Lopers that you first encountered at the Secret Weapons Facility, as well as other unknown types of X-Creatures. You should proceed with caution into any new areas until you can ascertain what it is you are dealing with.

Your ultimate mission is to discover what Project Über Soldat (Proto-Soldier) is and what Deathshead's ultimate plans for said project are. Be on the lookout for any documentation linking Deathshead's activities with Operation Resurrection.

OBJECTIVES

1. Locate and procure any documents related to Operation Resurrection.
2. Locate entrance to main Über Soldat gestation area.



Objective: Locate and Procure Any Documents Related to Operation Resurrection



NOTE

Now that you've perfected stealth, use that extra ammunition you're carrying around. From the outset, enemy forces are aware of your presence and don't hesitate in trying to end your rampage. So, shoot on sight and shoot to kill.



You begin in a white-tiled corridor, obviously the entrance to a scientific facility. Two Luger-toting, data-crunching geeks are waiting for you in the room to your right. Give them a crash course in ballistics, then grab the medium First Aid Kit on the shelf at the rear of the room.



Go through the double doors into a large, two-story chamber with four doors. Two soldiers guard this central area; one is ahead and the other is around the corner to the right. The Paratrooper Rifle puts them down in a hurry.



CAUTION

The blue electric flares that block door number 2 are lethal to the touch, so stay clear.



The doors are numbered 1, 2, and 3. The door you stepped through is unmarked. Move into the central area and shoot another guard who shows his face at door number 3. Two more guards are behind door number 1. Shoot them.

Head through door number 1. The scientist seems to be scared of something. It isn't you. Could it be the Loper in the cage to your left? Before going any farther into the room, use the Mauser to drop the guard on the second-floor walkway.



When he's dead, look at the Loper. Apparently the Nazis underestimated the power of their creation and built the holding cells a bit weak. Back out of the room and watch the scientist get what he deserves, then waste the creature with a clip from your Paratrooper Rifle or Venom gun.

Climb the ladder at the end of the room to the second floor. The double doors lead to a short hall with ammo and medium First Aid Kits. When you get to a catwalk above a large laboratory, you get a front row seat to the ensuing chaos. Don't worry: The scientists have bigger problems than an Allied infiltrator. You have to face those Lopers later, so soften them up now while they can't hurt you.



NOTE

It's possible that you've killed one or all of the escaping Lopers; however, this walkthrough continues as if you haven't.

When the bottom floor is clear of enemies, move around the catwalk and through the door on the other side. The small hall is barren except for a single window. Look through the window. When the Loper rounds the corner, use the Venom gun to send it back to the test tube from whence it came.



Move to the next room to see another scientist eat it on the floor below. Fire up the Venom gun and lay into the Loper as it jumps through the opening in the walkway to join its fellow mutant.

Ignore the ladder on the left for now, and continue along the walkway until you find two doors, one on either side. The left door reveals a Proto-Soldier Prototype equipped with a Venom gun.



This Proto-Soldier Prototype has some heavy firepower. Duck in and out of the doorway to avoid the majority of its shells, while using your Venom gun to mow it down. It eventually crumples to the ground.



Creep into the room until the floor below is visible. There's another wily Loper. Focus your Paratrooper Rifle on its body and unload. That's one less obstacle you have to worry about later.

The other door opens into a supply room. Take the ammo, armor, and First Aid Kit off the shelves. Prepare to fight another Loper in the next room.



Keep close to the doorway. When you see the Loper, back up so you don't get shocked. Sneak into the room until you can see a piece of it, then rain bullets down on its head. When it drops motionless, run around the room and pick up the Grenades and First Aid Kit from the shelf.

Before descending the ladder in the next room, grab the ammo and First Aid Kits off the shelves next to the control terminals. Take a right at the bottom of the ladder and crawl through the damaged door. More First Aid Kits await you.



Open the next door and eliminate any competition. The project book lies on an operating table near the dissected Loper. Confiscate it to complete the first objective.

MISSION 6: DEATHEAD'S PLAYGROUND

Objective: Locate Entrance to Main Über Soldat Gestation Area

Backtrack to the room where you saw the scientist smashed up against the glass by the Loper. Take the ladder in that room to the lower level.



When you exit the small enclosure, both the left and right paths end up at the same place. Take the right path to pick up First Aid Kits and ammo from the various shelves. Bring up your Venom, open the door, and disable another Loper.



Jump into the small pool and follow it to a large room with a gray metal door on one side and a hall on the other.



The door out of the secret area is locked. Look out the window and watch a wandering Proto-Soldier Prototype annihilate a Loper, then witness it blow up the door to the secret area.



Move to the new exit, but don't go out or you'll catch a face full of rocket. Instead, toss Grenades in the direction of the Proto-Soldier that you saw through the window. Eventually you hear it shutting down.



Electric currents block the way you need to go. Dive into the water and return to the room with the four pillars. The ladder takes you out of the pool.

After you ascend the ladder, the doors ahead lead you back to already explored territory. Take a right into the nearby hall. Usually you must kill the Prototype here. If you're lucky, a rogue Loper does the job for you. Either way, you get to disconnect something.



The hall is a dead end, so swim through the metal door instead. You soon come upon another fork. Ignore the room with the four pillars and take a right through the metal doors.



Grab the First Aid Kits and supplies in the small room across the way, then follow the hall to the right. If you took the correct path, you pass a red Deathshead insignia on the wall around the next bend.

TOP SECRET





The secret area lies through that tunnel.

Swim to the left around the large pillar and through another set of doors. Take one more right and follow the tunnel up to a secret area. Dynamite, four First Aid Kits, and some ammo are yours!



TOP SECRET



Make sure all the electric fences are down. Go back to the beginning of the level through the unnumbered door. The room with the first Nazi casualty contains an electric chair on the left wall. The right wall has the switch to it. Flip the switch, then run back to the red Deathshead insignia on the wall to find a hidden vault filled with gold.



The switch for this chair...



...opens this secret area.



Travel through the next door to hear a struggle. A Loper battles more soldiers. Kill it and any nearby guards. Go across the walkway, down the stairs, and into the control room on the left.

If needed, pick up the two First Aid Kits. Pull the red lever, and two Proto-Soldiers emerge from their holding cells in the next room. This is your toughest battle yet.



There is no fail-safe way to quickly dispatch them. Equip your Paratrooper Rifle after activating the switch and move to the foot of the stairs. Crouch and aim your sights on the Proto-Soldier to the left. Hit him four or five times, then switch to Dynamite.

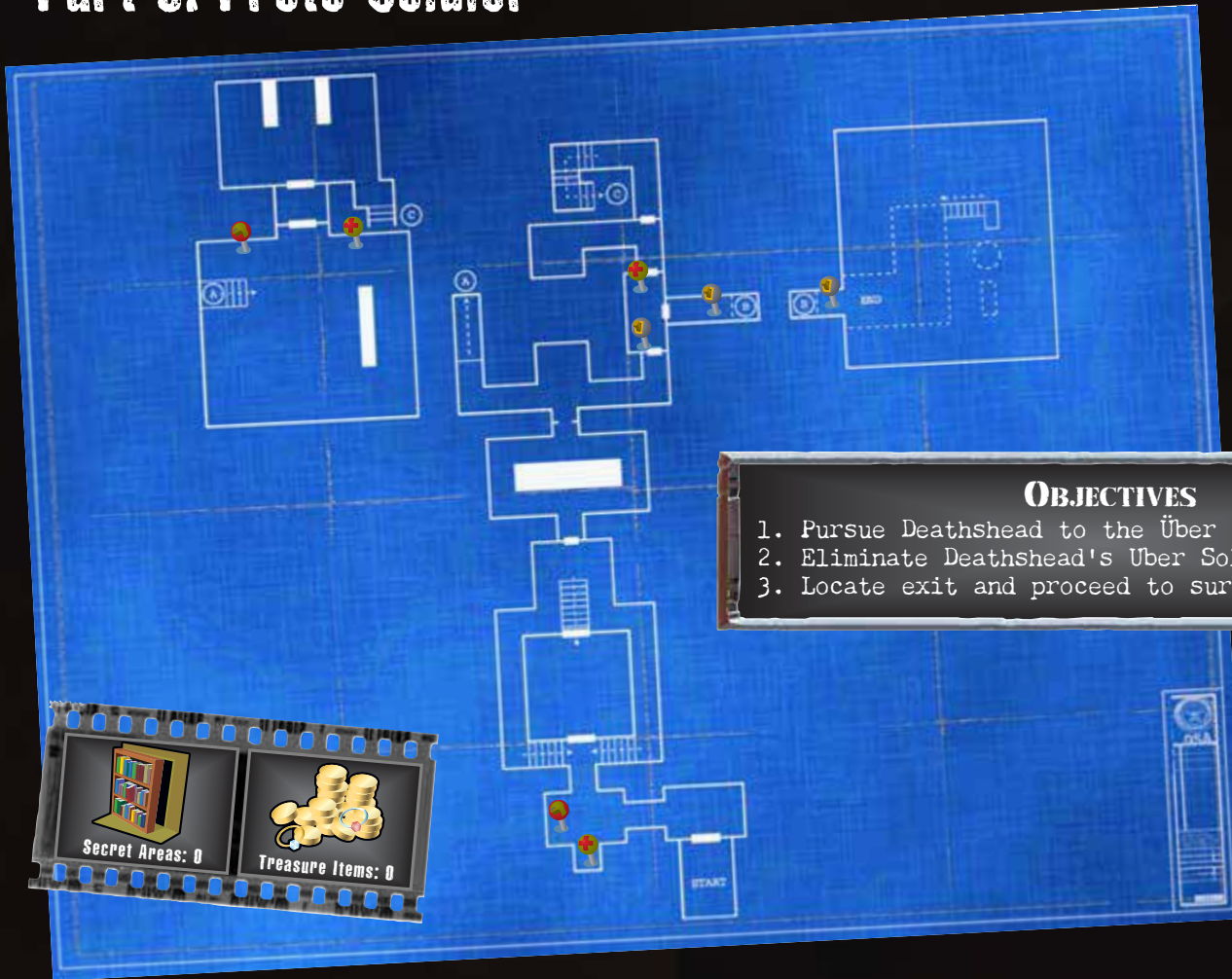


Sidestep halfway up the stairs, facing the opening. When you see the Proto-Soldiers' guns, drop the Dynamite in front of them, and retreat farther up the stairs. Wait until it detonates, then move to the raised metal walkway. If either one survives, use your Panzerfaust or Venom gun to finish the job while keeping close to the cover of the stairwell.


After they're gone, move into their cell and activate the red lever. Another big door opens next to you. Continue through the tunnel to finish the level.



Part 3: Proto-Soldier



- OBJECTIVES**
1. Pursue Deathshead to the Über Soldat Test Lab.
 2. Eliminate Deathshead's Uber Soldat.
 3. Locate exit and proceed to surface.

 **OSA** Mission Orders

There is very little information about the X-Labs themselves. Our defecting scientist worked in weapons research, and although he is aware of the existence of the X-Labs, he has never been there. He has, however, informed us that the X-Labs do make extensive use of Tesla technology to create powerful guided electric fields. These are apparently used for everything from security gating to local power generation. It is also rumored that this technology is what drives the nervous systems of what our scientist calls the X-Creatures.

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Objective: Pursue Deathshead to the Über Soldat Test Lab



Activate the red switch. When the door opens, creep around the corner into the hallway. A Proto-Soldier immediately rounds the far corner in front of you. It quickly closes the distance, so disintegrate it with the Venom. Don't worry about the damage you receive; plenty of First Aid Kits and armor are on the shelves ahead.

After you power up, move up either staircase (both lead to the same place). Kill the soldier who confronts you, then double back up the other staircase to take out a second foe.



If the noise doesn't draw a Flamethrower-carrying soldier into the hallway, find him at the end of the hall and hit him with the Venom or Paratrooper Rifle. It's easiest, however, to let him come to you. Just stay out of range of his weapon.



Toast him and continue until you see a second Proto-Soldier Prototype. This one carries a Panzerfaust, so you can't just stand your ground and fire. You need patience. Hit it with the Paratrooper Rifle, then run to the next corner and hit it again when it appears. Repeat this strategy until it crumbles—having inflicted little or no damage on you.

If you didn't use all the armor and First Aid Kits from the shelves in the first room, get them now. Follow the hallway and drop the naughty little Nazi who tries to stop you. The next room brings you face to face with the Proto-Soldier—Deathshead's pride and joy. This one is not a Prototype, however—it doesn't go down as easy as the rest.



Objective: Eliminate Deathshead's Über Soldat

If the Proto-Soldier doesn't see you, don't move. Stay on the walkway above the room. Get out the Paratrooper Rifle and move just far enough ahead that you can see the top of its head. If it doesn't move, fire until it drops.



Scan the walkway across the room every few seconds. Scientists emerge from a room to the right and take cheap shots at you when you're not looking. Drop anyone who tries to stop you.



If the Proto-Soldier spots you, and you take fire, you are in for a tough fight. Run down the ramp and position yourself behind the nearest pillar for some cover. That Proto-Soldier has a Tesla Gun that fires blue bolts of lightning. It can quickly burn away your armor and deplete your health. It also makes it very hard for you to move, switch weapons, fire, or reload.



Stay behind cover if you want to live. The lightning from the Tesla cannot travel through walls, so the Proto-Soldier needs a clear shot in order to hit you. Place yourself behind pillars or in other rooms to nullify this attack.



The Proto-Soldier also uses a Panzerfaust, but you've already met and overcome Prototypes using this weapon. Stand clear of the rocket and the splash damage.



Continue to round the pillar so it can't get a firing angle on you. When clear, run to the small control room at the opposite end of the arena. The glass is fire- and lightning proof, giving you a little safety.



MISSION 6: DEATHHEAD'S PLAYGROUND

From there, duck in and out of cover while pummeling it with everything you've got. Your Panzerfaust and Paratrooper Rifle are extremely effective. With enough shots, the abomination falls in a heap.



Wipe them out, then go up the staircase to the right. Two more scientists try to stop your progress. Use a few bullets to paint the walls with their smart brains.



TIP

Cylinders that explode when hit are scattered throughout the room. Hit these when the Proto-Soldier is standing next to them to inflict even more damage.



At the top of the stairs, defeat another Nazi and proceed through the pair of doors to the control room that Herr Deathshead recently vacated. Grab the First Aid Kits from the shelves behind the door and head through the door to your left.



There are two Flak Jackets, two Armored Helmets, and five First Aid Kits on shelves at the room's rear. Go for them only if you can stay out of harm's way or when the fighting is over.



Activate the red lever to start a nearby elevator. Go through the door opposite the glass window and ride to the surface. Push the button to open the door; you catch a glimpse of Deathshead's cowardly escape. Let him wallow in the abyss of failure for a while. In the meantime, you've got more work to do.

Objective: Locate Exit and Proceed to Surface



A door in the back of the large room opens, and a mad scientist runs in shooting at you. Pop him with your Mauser before he hurts somebody. Grab the Tesla Gun from the fallen Proto-Soldier, then move to the door through which the scientist came.

Try out the Tesla Gun on the four scientists you confront in the next room, or just mow them down with machine-gun fire. Two are in the left room, and the other two are on the right.



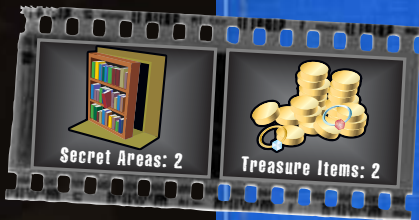


MISSION 7: RETURN ENGAGEMENT

Part 1: Bramburg Dam

OBJECTIVES

1. Get across the Bramburg Dam.
2. Locate the road to the village of Paderborn.



OSA Mission Orders

The mission to the X-Labs had the effect of driving Deathshead into hiding; at this time his whereabouts are unknown. However, it is now known that he was only a supporting character in Himmler's ultimate goal: to resurrect Heinrich I.

It appears that three of Deathshead's Proto-Soldiers will be anointed by Marianna Blavatsky in a ceremony to be held near Chateau Shufstaffel in the village of Paderborn. They will then be brought to the grave of Heinrich I, which is near Castle Wolfenstein, for the Resurrection.

While many in the OSA remain skeptical of this ceremony, recent events have shown that nothing can be ruled out. Your mission is to infiltrate Chateau Shufstaffel and stop this ceremony at all costs. Himmler and Blavatsky's plan, no matter how incredible it may seem, must not be allowed to come to fruition. To reduce the chances of alerting the enemy, you will be air-dropped near a dam two kilometers from Paderborn.

You must cross the dam to reach Paderborn and from there gain access to the chateau. A silent approach is your best option. Once in Paderborn you are to assassinate Paranormal Division officers and discover the exact location of the ceremonies. Should you arrive too late, proceed with all speed to Castle Wolfenstein and ensure that the Resurrection does not take place.

Objective: Get Across the Bramburg Dam

Crossing the dam isn't easy. Sneak down the hill toward the tree. Jump over the railing and sneak along the pavement to the watchtower's right. Go down the ladder to the right.



When you reach the bottom, follow the metal walkway around to another ladder. From here you see a soldier walking on the grating below. Fire a few bullets into his head.

MISSION 7: RETURN ENGAGEMENT

Climb down the ladder. Pick up the dead soldier's gun as you pass, making your way down the walkway to a door leading into a hall.



At the top, enter the room on the right and grab the Armored Helmet from the shelves, leaving the First Aid Kits for when you need them. Watch for soldiers who might sneak into the room to get you.



CAUTION

It's a long way down to the water. Keep your feet on the metal walkway and do not go over the edge. Your death won't be pretty if you crash on the rocks below.



There are two armed repairmen to the right as you enter the corridor at the hall's end. Dispose of them and continue down the corridor, making a left into another hall.

Kill the soldier as you enter the room if he hasn't already come out to meet his demise. When the room is clear, walk to the lift and press the button to the right of it, sending the lift up unoccupied.



TOP SECRET

After sending the lift up empty, look at the floor under it. Kick open the grate, then jump down and follow the tunnels to a room filled with armor and ammo. Open the gate to reenter the room with the lift.



Not even a lift can stand between you and a secret area.

Call down the lift and press the button to make it rise once more, this time with you on board. As you near the top of the ramp, take aim at the soldier's head that pops into view. Kill him before he shoots you.



When you open the door to exit this room, turn to the left and pop the soldier looking away from you. Another soldier, in front of him, ducks out of sight if you make noise shooting his friend. Pick him off from within this small bunker when he shows his face again. Leaving this bunker puts you in the open for gunfire from both ends of the dam.



Crouch as your first two victims die, then turn to the bunker's right side and take command of the machine gun. Eliminate the soldiers rushing out to attack you.



When all the soldiers on the right have fallen, ready your Mauser and aim out the doorway toward the other end of the dam. Three soldiers are on their way to wreak havoc; two can send rockets in your direction. Shoot them.

A final soldier snipes from the watchtower to the right of the last three soldiers you killed. Look for him in the tower or near the ladder and relieve him of his post with a shot from your Mauser.



Make use of the First Aid Kits from the room you came from if you sustained any damage. When you feel healthy, leave the bunker and climb up the watchtower on the dam's right side to turn off the alarm. Climb down the ladder and enter the room across from the tower for a Cold Meal.



TOP SECRET



Above the Cold Meal hangs a nice picture. Break it. Behind it are two Gold Bars.



This naughty little picture is hiding something from you.

Objective: Locate the Road to the Village of Paderborn

Cross the dam toward the opposite watchtower. Pick up the guns dropped by the soldiers you killed earlier. If no guards rush out to meet you, enter the door on the left to waste a few more. Dine on the Hot Meal on the table.



Run to the base of the stairs in this room. Be careful of a few Nazis who come down to meet you. Use your Sten to teach them not to be so foolish.



At the top of the stairs, open the door on the left. Open the next door and take care of any guards who didn't run down-stairs to kill you. Snag the Armored Helmets and the large First Aid Kit from behind the ladder, then climb the ladder into the ventilation system.

Follow the shaft to an area where you can see the floor. Crawl forward slowly because a rocket from below creates a big hole in front of you. Creep forward and use your Mauser to take out a couple of Nazis on the ground.



As you drop out of the vent, shoot any soldiers still alive. First Aid Kits are in the far corner of the lower floor. Climb the steps near the vent you came out of and enter a short hall.



Walk down the hall and through the door on the left. Shoot the two Nazis on the right side of the room and wait for the door behind them to open. Blast the third Nazi who shows up to investigate.



Go through the door in the opposite wall to enter a lookout room containing a Flak Jacket, Armored Helmet, and sacks of Grenades. After you grab your fill, go through the door that third Nazi used and make a left into the hall.

Take the single door at the hall's end to another hall with steps. A few paratroopers await you at the bottom. Send a rocket into the crowd, then run down to blast any survivors.



The door down there returns you outside and into gunfire. Kill the two soldiers trying to shoot you either from the metal walkway near the door or from the boxes below.

Two soldiers guard the fence to the left, and both want a piece of you. Use your Mauser and take them out before you get hurt.



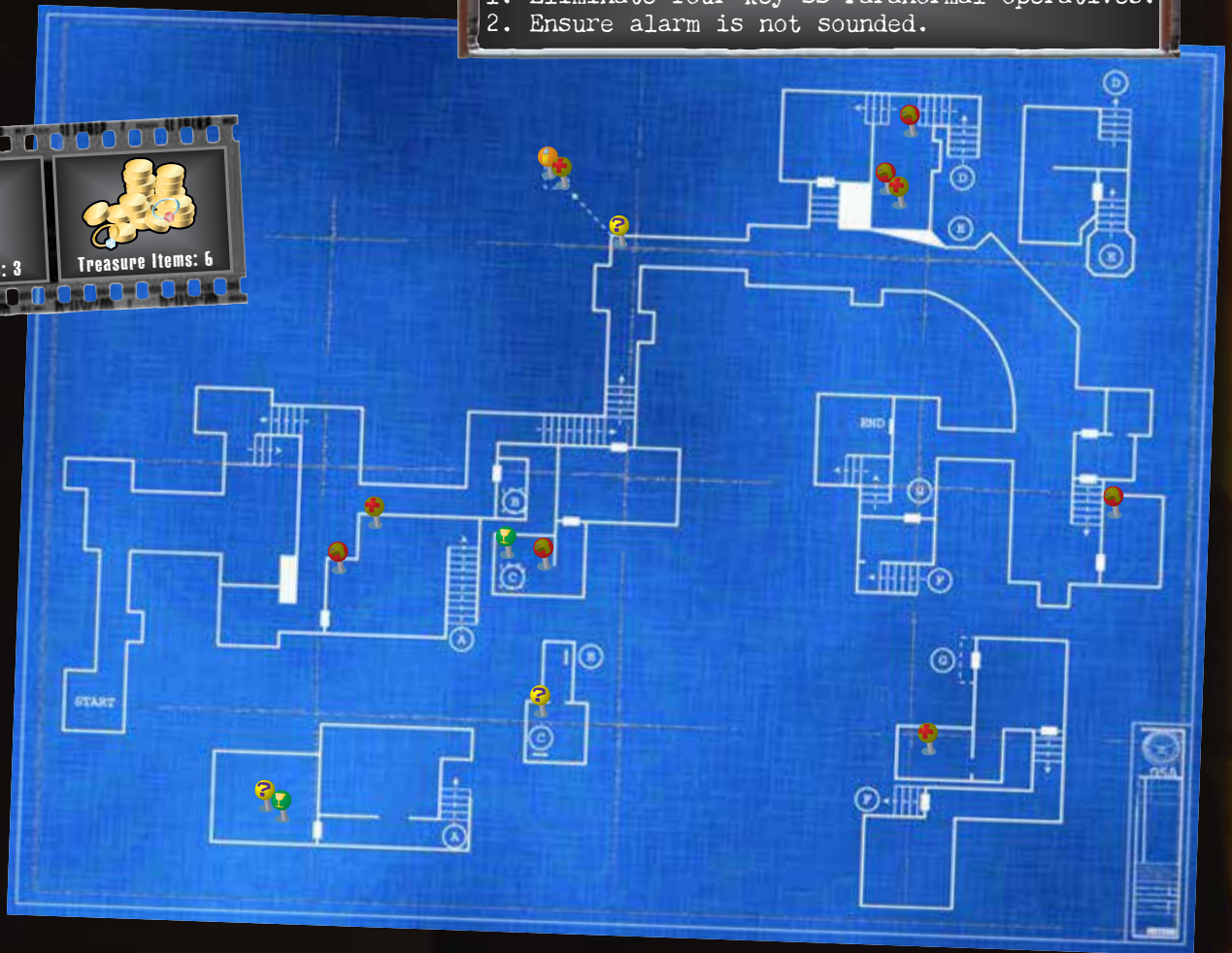
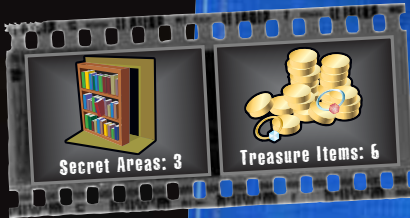
When everybody is dead, run to the shack they were guarding. Activate the switch inside to open the metal fence. Grab the Cold Meal and the Armored Helmet as you leave the shack and head through the gate.

MISSION 7: RETURN ENGAGEMENT

Part 2: Paderborn Village

OBJECTIVES

1. Eliminate four key SS Paranormal operatives.
2. Ensure alarm is not sounded.



OSA

Mission Orders

Paderborn, home to many of Germany's leading occultists, is currently hosting the elite of the SS Paranormal Division. As learned in recently decoded SS transmissions, Marianna Blavatsky will perform a ritual termed Anointing of the Dark Knights. The ceremony is scheduled to take place somewhere near Chateau Schufstaffel.

Resistance intelligence tells us the only viable route into the chateau is through the village, as it is the least-guarded path. However, there is a general alarm somewhere in the village near the chateau. If the alarm is raised there will be no chance of getting inside. You must, therefore, proceed through the village as quietly as possible, using your silenced weapons.

Also, with the Anointing Ceremony about to take place at the chateau, there are five key SS Paranormal operatives residing in the village. This presents a unique opportunity to deliver a crippling blow to the SS Paranormal's chain of command. Therefore, these SS operatives must be eliminated before proceeding.

Objective: Eliminate Four Key SS Paranormal Operatives



NOTE

It's time to put on the soft shoes and see how good you are at sneaking around. Anyone can be stealthy in a forest; the tight streets of a German mountain village are another thing altogether. You must rely on silent weapons: the Sten, Snooper Rifle, and Combat Knife. Kill any guard who sees you, or his shouting will raise the alarm. Any gunfire—except in the first area—and you're through.



Lock and load the Sten, and walk forward from the starting point. A staff car is to your right, around the corner. Crouch and ease forward against the wall opposite the car.

Your goal is a stone staircase that leads to another walkway. Watch for a patrolling guard's head as he strides back and forth. Run up the stairs when he's not facing in your direction. When you get a clear shot, gun him down with the Sten, or sneak up and wield your Combat Knife.



NOTE This is the only area where sustained gunfire won't result in the general alarm being sounded. You could charge in with a yell and guns blazing. Three other Nazis rush out at you, but the sirens won't scream. However, you should practice stealth; you'll need it for the rest of the level.

When the guard is laid out on the cobblestones, pass the archway to your left and go to the wooden door in the alcove. Open it on a pair of Nazi officers chatting by the fire. Use the Sten to snuff them like candles. Go for head shots to dispatch them. It's best if they don't shout or shoot.



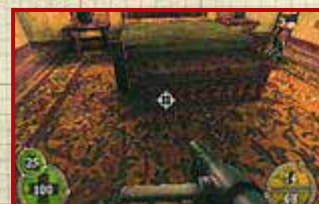
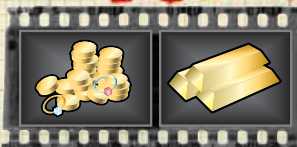
NOTE If you're mostly hidden and hear an enemy say, "Is someone there?" you're safe. Move into full cover—the suspicious party lets his guard down and continues on his way.

Inside the room, the closet near the door has a couple of Armored Helmets for your protection, and the table holds a Hot Meal for your health. Sneak up the stairs to the left of the fireplace and find a library to your right. The Nazi officer inside is your first SS Paranormal Division target. He calls to his wife, unaware of your deadly intentions. Gun him down with the Sten.



If the officer was alerted to trouble it is a different story. He might hide in the closet next to the fireplace in the library, or he might run downstairs to get the jump on you. Be prepared for anything; when he's dead visit his wife in the room next to the library.

TOP SECRET



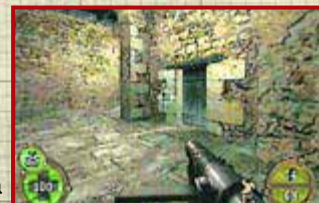
This chest holds some Gold Bars.

The officer's wife is in the other upstairs room. We assume she's an innocent, since you aren't allowed to shoot her, though her outfit suggests otherwise. She cowers in the corner as you bust open the chest at the foot of the bed to nab some loot.



After scaring the woman, head downstairs and exit the house, backtracking to the walkway where you killed the first guard. Go through the archway you passed earlier and turn the corner.

TOP SECRET



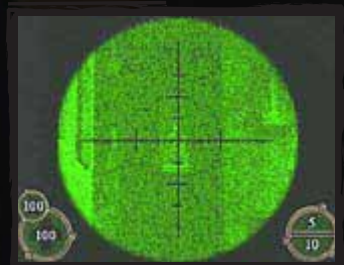
This tiny door is the gateway to a load of loot.

Notice the small door with a brass padlock securing it? Use your Sten to blow open the lock, then crouch to go through the small door. Descend the ladder in the small room, cross to another ladder, and climb up it. Open the trapdoor at the top to enter another secret area. There's treasure on the shelves, as well as a Flak Jacket.

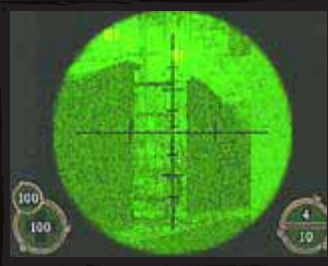


Go out the standard door that leads to a short hall. You hear an alchemist cursing his failed experiments. Open the door at the hall's end and walk forward in a crouch. The alchemist won't notice as you sneak up behind and silently knife him.

Head for the main door to the right of his workbench. Switch to the Snooper and open the door. Up in a window across from you is a Nazi guard. He's not expecting trouble, so pop him with a silenced Snooper bullet.



MISSION 7: RETURN ENGAGEMENT



Move ahead to the corner under the window. A guard lolls about outside a house gate. Nail him with a Sniper shot, then position yourself under the window of the guard that you shot from the alchemist's.

There's a drainpipe in the corner. Jump onto it and climb up. Pull yourself even with the flower box outside the open window, jump over to it, then crouch into the window. You find a First Aid Kit and five Sniper bullets. Pick 'em up and shimmy down the pipe.



NOTE

If you haven't fired five Sniper rounds yet, leave the ammo there and come back for it later.

Move down the street and through the gate the other Nazi was guarding. Go up some steps and through a door. A woman cowers when you enter this room. Leave her be and sneak up the stairs in the room's right corner.



Two Nazi officers discuss dinner. Crouch-walk in as close as possible and give them an after-dinner fusillade from the Sten. In this dining room, find two MP40s, two Armored Helmets, and two Hot Meals: a Noah's ark of supplies.



Silently continue up the stairs. At the top, an officer listens to a Victrola. His back is turned to you (if you've been quiet). Shoot or stab your second target.



Go through the only door in this room and through the door in the adjacent bedroom. Hop up the steps and look out the open window with your Sniper Rifle. A guard patrols a small platform to the left, walking along it, then going through a door. Wait for him to come out onto the platform, then shoot.



Down he goes, so follow him. Descend the stairs and exit the house, taking a left when you go out the front gate. Run down the street and cross in front of the archway to the street's other side. Look at the wall to find a small door next to some stone steps.

TOP SECRET

Open the tiny door and duck inside. A grill of bars is in the far corner. Head for it, bring up the Sten, and wait for a Nazi officer to come into view on the other side. Plaster him across the far wall, introducing yourself to the third key SS Paranormal operative. Pick up the Grenades to your left and go out the small door.



Get inside to find a secret area.

Move down the street and through the gate the other Nazi was guarding. Go up some steps and through a door. A woman cowers when you enter this room. Leave her be and sneak up the stairs in the room's right corner.



Two Nazi officers discuss dinner. Crouch-walk in as close as possible and give them an after-dinner fusillade from the Sten. In this dining room, find two MP40s, two Armored Helmets, and two Hot Meals: a Noah's ark of supplies.



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Go through the only door in this room and through the door in the adjacent bedroom. Hop up the steps and look out the open window with your Sniper Rifle. A guard patrols a small platform to the left, walking along it, then going through a door. Wait for him to come out onto the platform, then shoot.



Don't kill him yet. Instead, go through the door on the left and up the stairs. Open the door and use your Sten to mow down the unsuspecting soldier wandering the halls.



Go down the hall and make a left to find another door. The last SS Paranormal operative is inside if he hasn't run out yet. Splatter him all over the wall, grab the First Aid Kits from his private room, and get back to the courtyard.




Objective: Ensure Alarm Is Not Sounded



Take the stairs down to your left. Ease around the base of the stairs; a Nazi is waiting to put you down. Eliminate him with your Sten, then open the door's right side and move inside.

Part 3: Paderborn Village

- OBJECTIVES**
1. Eliminate one key SS Paranormal operative.
 2. Ensure alarm is not sounded.
 3. Gain access to Chateau Schufstaffel.




OSA Mission Orders

Paderborn, home to many of Germany's leading occultists, is currently hosting the elite of the SS Paranormal Division. As learned in recently decoded SS transmissions, Marianna Blavatsky will perform a ritual termed Anointing of the Dark Knights. The ceremony is scheduled to take place somewhere near Chateau Schufstaffel.


Resistance intelligence tells us the only viable route into the chateau is through the village, as it is the least-guarded path. However, there is a general alarm somewhere in the village near the chateau. If the alarm is raised, there will be no chance of getting inside. You must, therefore, proceed through the village as quietly as possible, using your silenced weapons.

Also, with the Anointing Ceremony about to take place at the chateau, there are five key SS Paranormal operatives residing in the village. This presents a unique opportunity to deliver a crippling blow to the SS Paranormal's chain of command. Therefore, these SS operatives must be eliminated before proceeding.





Secret Areas: 2



Treasure Items: 6

Objective: Eliminate One Key SS Paranormal Operative

You're in the wine cellar. First, blast the Nazi staring at a wine rack and pick up a couple of First Aid Kits to his left if you need them. Now check out the wine barrels in the recessed area on the opposite side of the room to the right.



TOP SECRET





Check out the strange protruding spigot on the cask to your left. Push it in to reveal a secret door in the left wall. Crouch to get through it and into the secret area beyond. You find some loose Gold Bars for your troubles.



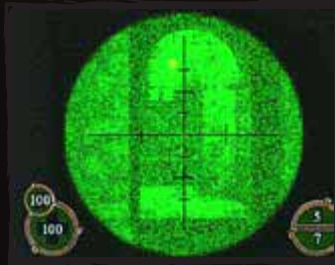
The cask on the left is more than it seems. Push its spigot and look to the stone wall on the left for a secret area.

MISSION 7: RETURN ENGAGEMENT



Run up the only set of stairs in the cellar. There are several flights, so keep moving up until you find a wooden door. Push through into a short hall and open the next door you find. Stay put until you see a cold soldier go near the fire to warm up. When he gets close, blow off his helmet.

Open the door and use the Snoopier to drop the guard in the entryway across the courtyard. Turn the Snoopier to the patio on the right to find another guard on duty. Shoot him before he raises the alarm or shoots.



Walk to the edge of the patio on the right. Your silence has kept the guard below unaware of your presence. Snuff him out with a few shots from your Sten.

Walk down the steps behind you and into the courtyard. Follow the right wall to the corner and an unlocked door. Go inside and downstairs.



You find a drunken Nazi (whose incessant singing has been ringing through your ears for a while). Criticize his vocal abilities with a silenced 9mm slug, then snap up a bottle of the restorative '38 Latour, a pair of First Aid Kits, and a couple of .30-caliber rounds for the Snoopier Rifle.

Return to the courtyard above and go up the first set of steps on the left. Arm the Sten and open the door. Silence the guy behind the table. He was the key SS Paranormal operative you were looking for. Look at the picture behind the general's desk.



If you haven't already shot it up, destroy the picture behind the desk to reveal a switch. Flip it to expose a hidden room next to the door. Enter to find ammo for the Venom, a couple of cans of Flamethrower fuel, two boxes of rockets, and three bars of the good stuff.

Objective: Gain Access to Chateau Schufstaffel



Return to the courtyard and descend the steps. Climb the steps to the left of the ones you just hopped down. Move along the upper walkway to the right.

Objective: Ensure Alarm Is Not Sounded



Bring the Snoopier Rifle to your shoulder and look in the tunnel on the opposite side of the area for the Nazi pair discussing the evening's activities at the chateau. Pop one, then the other.

On the same level, past the steps leading down, is a small door. Open it and crawl inside to grab a pair of First Aid Kits if you've taken a slug or two. Exit the little room to the upper walkway.



Go down the steps and into the tunnel you purged of Nazi scum. A decorative gate lies ahead. Use it like a door and turn to your right to kill one more guard. You can make as much noise as you want because he is the last guard who can set off the alarm.



Step over the dead body and run ahead. Look for the cellar doors against a wall of the chateau. Trip down the steps and you're out.



TOP SECRET



After you throw the switch, this door opens. Get that chair out of the way.



Part 4: Chateau Schufstaffel



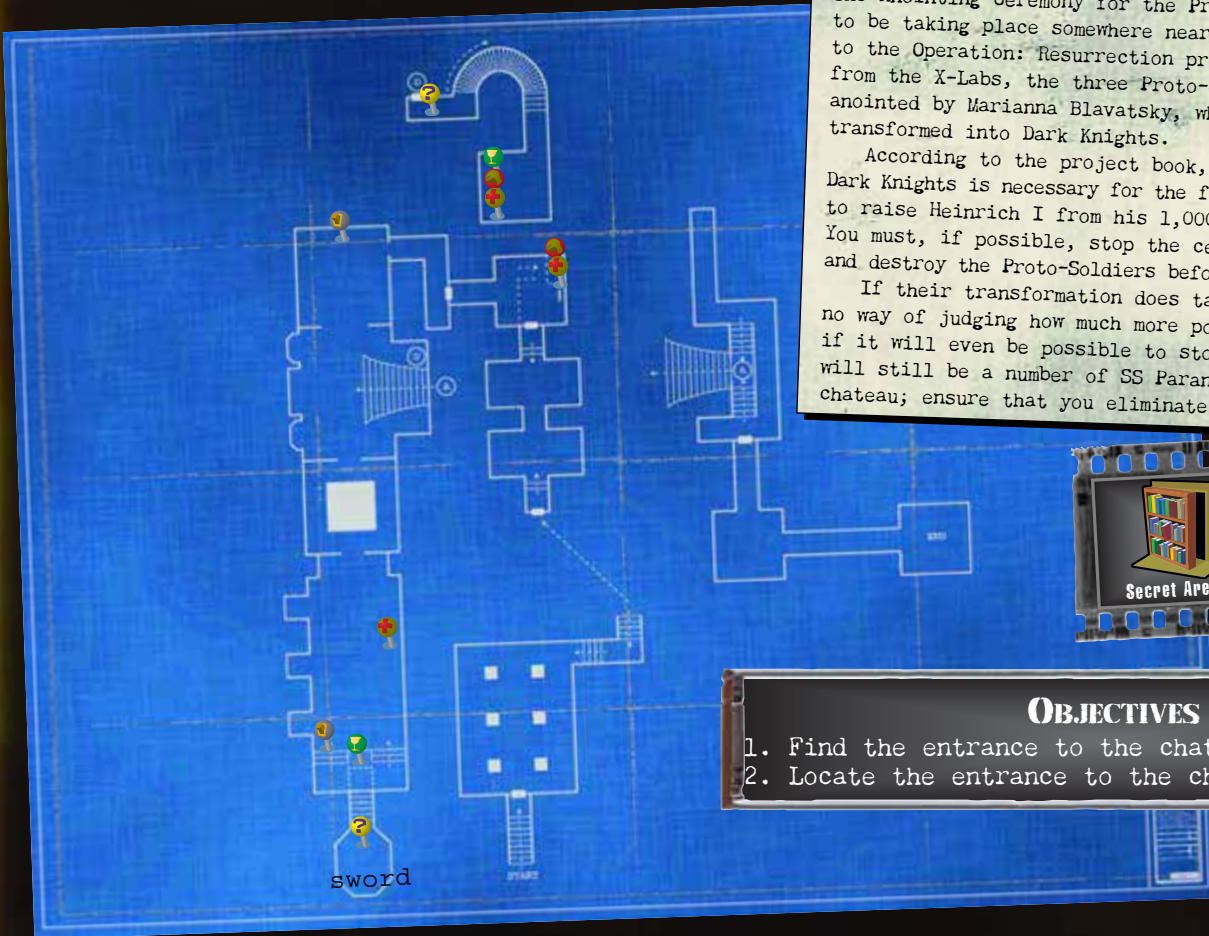
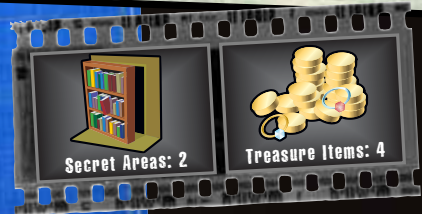
OSA

Mission Orders

The Anointing Ceremony for the Proto-Soldiers is reported to be taking place somewhere near the chateau. According to the Operation: Resurrection project book recovered from the X-Labs, the three Proto-Soldiers are to be anointed by Marianna Blavatsky, whereby they will be transformed into Dark Knights.

According to the project book, the presence of these Dark Knights is necessary for the final phase of their plan: to raise Heinrich I from his 1,000-year-old burial site. You must, if possible, stop the ceremony before it begins and destroy the Proto-Soldiers before their transformation.

If their transformation does take place, there will be no way of judging how much more powerful they will be, or if it will even be possible to stop them. Also, there will still be a number of SS Paranormal operatives in the chateau; ensure that you eliminate them.



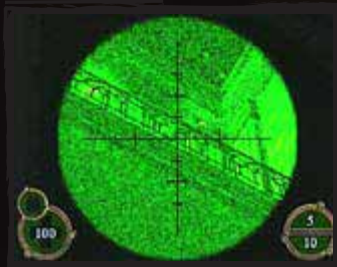
- ### OBJECTIVES
1. Find the entrance to the chateau proper.
 2. Locate the entrance to the chateau's back wing.

Objective: Find the Entrance to the Chateau Proper

Arm yourself with the quiet Sten and head into the wine cellar in front of you. Get to the stairs at the back and run up the first set. A soldier lurks right around the bend, so shoot him in the back before he shoots.

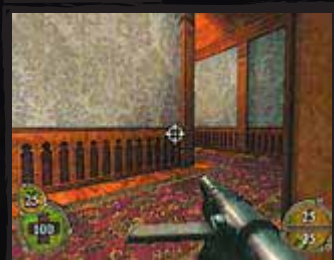


Walk into the courtyard and turn around to look at a balcony above the door. A soldier up there hasn't heard you kill his friend and is patrolling. Zoom in with the Snooper's scope and drop him before you move into the open.



At the other side of the courtyard is another door. Stay to the right of the door and open it with your Sten in hand. Halfway up the wall opposite the door is a cleat with a rope tied to it. A single shot from the silenced gun breaks the cleat and dumps a lethal load of wooden barrels on a Nazi pair in the room.

Objective: Locate the Entrance to the Back Wing of the Chateau



Eat the Cold Meal and grab the Armored Helmet if you're in need, then exit through the other door in this room. You end up in a hall. Edge to the corner, but don't peek out yet. Listen to the officers talking about the evening.

MISSION 7: RETURN ENGAGEMENT



TIP

Continue in stealth mode. It's difficult, but not impossible. The first step is to get rid of these officers. Use the Snooper Rifle to shoot one of them. Wait until his body hits the ground, then kill the other. Move up and knife the guard. If you succeed, you'll see a ceremony in the room past the staircase.



Kill the two officers first. When they fall, it alerts the place to your presence.

Move into the room where the officers were talking. Shoot the guard to the entrance's left. Face away from the fireplace and keep it to your right. From there you have a great field of fire into the chateau's lobby as guards pour out.



Paratroopers and Elite Guards are on the menu. Use the Paratrooper Rifle to deal with them; ammo is plentiful. Be careful of a soldier with a Venom gun. Eliminate this one ASAP.

Stay in position until the flood abates. Switch to the Mauser and go to the fireplace's other side. Look up the stairs in the lobby. A few goons are hanging out, and this is a sniping contest. Scope in and send long-distance messages to your enemies.



TOP SECRET



Put a bullet in der Führer's forehead to reveal a switch.

Now that you're safe, turn around and admire the fireplace mantel. A huge portrait of Hitler hangs above it. Shoot the painting of the beyond-evil dictator to reveal a switch with a swastika on it. Shoot the switch to open a secret door under the lobby's staircase. Run to it and descend the cramped stairs. A comfy sitting room is down there, containing a First Aid Kit, an Armored Helmet, and a Chalice. Go upstairs and flip the switch by the door to re-open it and let yourself out.



Pass by the main stairs in the lobby and enter the room across from the fireplace. You find a meeting hall with a few Elite Guards. Kill them and grab the two Chalice's on the stage. There is also a Hot Meal on the table.

TOP SECRET



The switch to this secret area is so small. Somebody didn't want you to find it.

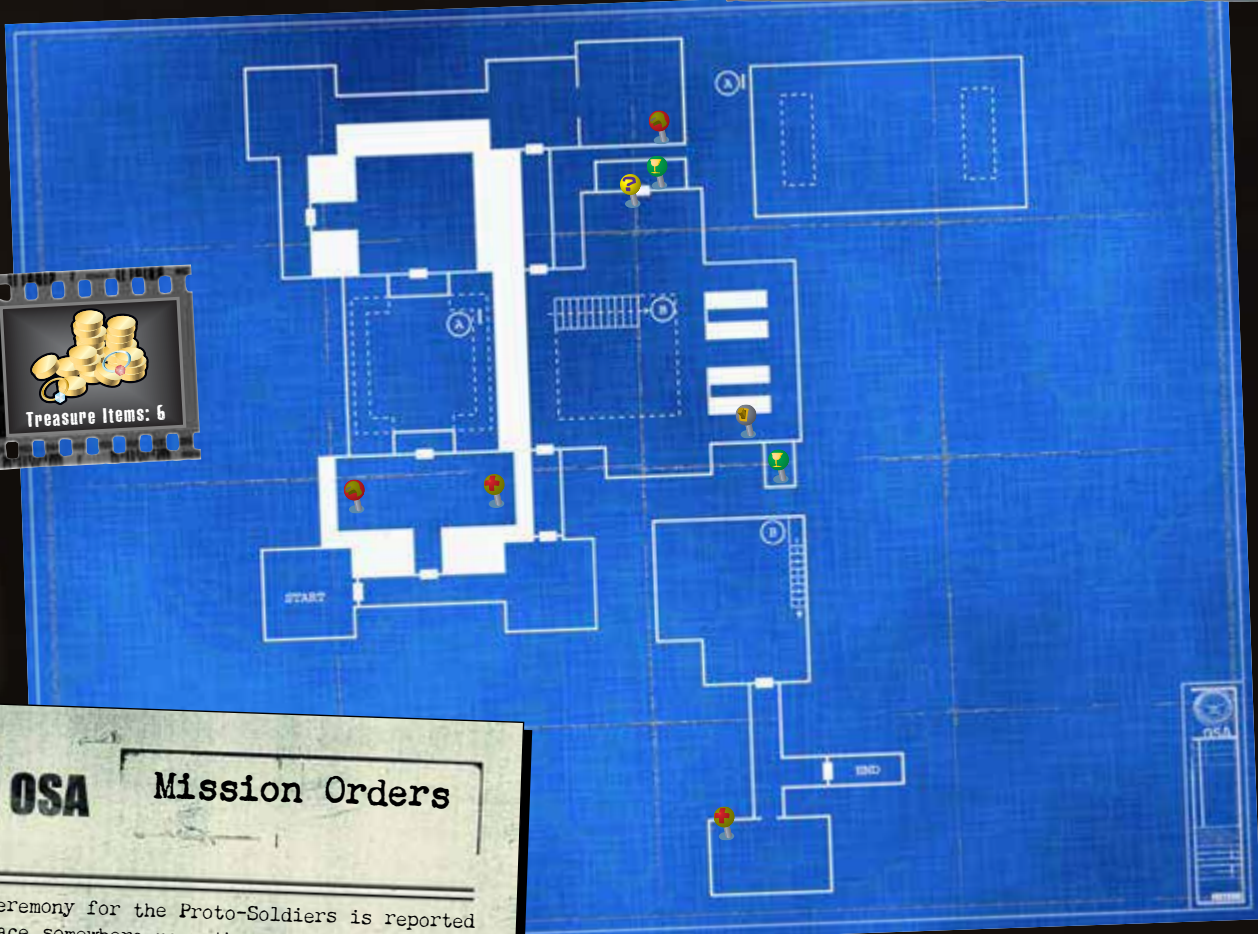
Face the altar from the entrance and turn right. One of the panels on the wall trim has a brick sticking out. Press the brick to activate a sliding floor behind the altar. Follow the steps down to find a Sword. Stand behind the Sword and grab it. Fire spouts from the three faces in the walls. When there's a break in the fire, run up the stairs to safety.



Go up the main staircase. Head up to the right and push through the double doors. The hall doglegs to the left. Follow the hall to the end to finish this part of the mission.

Part 5: Chateau Schufstaffel

- OBJECTIVES**
1. Eliminate General von Shurber.
 2. Locate chateau's rear exit.



Secret Areas: 2

Treasure Items: 6

OSA Mission Orders

The Anointing Ceremony for the Proto-Soldiers is reported to be taking place somewhere near the chateau. According to the Operation: Resurrection project book recovered from the X-Labs, the three Proto-Soldiers are to be anointed by Marianna Blavatsky, whereby they will be transformed into Dark Knights.

According to the project book the presence of these Dark Knights is necessary for the final phase of their plan: to raise Heinrich I from his 1,000-year-old burial site. You must, if possible, stop the ceremony before it begins and destroy the Proto-Soldiers before their transformation.

If their transformation does take place, there will be no way of judging how much more powerful they will be, or if it will even be possible to stop them. Also, there will still be a number of SS Paranormal operatives in the chateau; ensure that you eliminate them.

Objective: Eliminate General von Shurber

Open the door and blast the Nazi in front of you. Use the Mauser and take out the fool at the end of the hall who thought it would be a good idea to shoot at you. Go through the first door on the left.



Two Hot Meals, an Armored Helmet, and a Flak Jacket wait in the dining room. Help yourself, then open the balcony doors. Look who's been hiding out there. Put a bullet in his head.



MISSION 7: RETURN ENGAGEMENT



Train your sights up and to the right. If you see any Nazis sniping down at you, kill them. Hop onto the marble ledge and walk to the ladder leading to the roof. The area below is the same courtyard you crossed at the start, but now you're up high.

Climb the ladder to the roof. Have a gun handy, because you will find an angry Nazi or two there. Use the Mauser to get any guards behind the skylight in the distance.



When the roof is clear, check out the skylight closest to the ladder. Arm the Mauser and snipe at the goons below. A couple are to the right of the room, and some are to the left. Wipe out as many as possible (it makes your life easier later on).



Move on to the second skylight. This skylight looks down on the tall shelves of a library. Smash some windows in the skylight and drop to a set of shelves. If you land on top rather than fall to the floor, you won't sustain any damage.



Next to the library, move to the landing that surrounds another grand staircase. There are more soldiers and Elite Guards with whom you must deal. When the last one falls, move to the fireplace on the landing.

TOP SECRET



Check out the fireplace tools on the right side. Examine the poker to activate it, sending the fireplace to one side and revealing a secret room. A quartet of Gold Bars awaits you.



Moving fireplace? That's the oldest trick in the book. Effective, though.



Step out of the fireplace and go through the double doors around the corner to the right. Open the next set of double doors and aim your Mauser to the right. Shoot the first Nazi you see hiding behind the table.

TOP SECRET



After you fall to the floor below and are facing the main room, run to the bookcase on the left. In the middle, a small book juts out. Push it in to open a secret area to the left. As the door swings around, run in and grab the two Chalices from the desk in the back. Hurry out before the door closes!



Reading is good for you and profitable.



Keep to the doorway and turn your attention to the left. Three Nazis try to sneak up from that direction. Use your Paratrooper Rifle to take them out one by one.



Run over their dead bodies and follow the hall around to the left until you hear beautiful music. Open the door to find General von Shurber with his back turned.



Objective: Locate Rear Exit of the Chateau

Exit the music room and go to the long hall, but don't enter it yet. Bring up your scope and ease around the corner. Snipe the fools behind the table at the end of the hall one by one.



Walk down the hall along the left wall until the double doors you came through come into view. Have your scope up and pop the Nazi blocking your way. Run into the room behind the overturned table for two Armored Helmets. Head to the landing and downstairs.



When you reach the bottom, step toward the double doors—they explode in a shower of splinters. It's a fine example of what a Panzerfaust can do in the hands of an enemy. Duck to one side or the other to get out of the line of fire and take stock of your situation.



TIP

The big danger is the Panzerfaust. Luckily, the rockets fly slowly, so you have time to dodge when they're fired at you. Concentrate on the soldier with that big gun and kill him.



Two foes are at the end of the hall behind an overturned table, and one of them has a Panzerfaust. Use the Mauser with scope and crouch. Creep out, tag one of the guys behind the table, then scurry to cover. Repeat until all lie prone, ready to take a dirt nap.

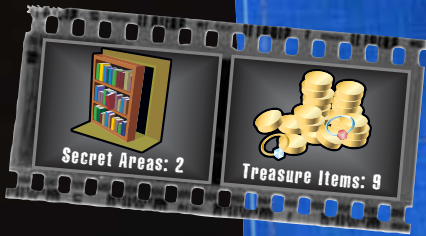


Run past the hall to the left and into the room with the overturned table. Grab yourself a shiny new Panzerfaust. There are also a couple of Hot Meals. Eat quickly, though; another contingent of Nazis is coming down the hall you passed. Get behind the table and plink away at them as they turn the corner.

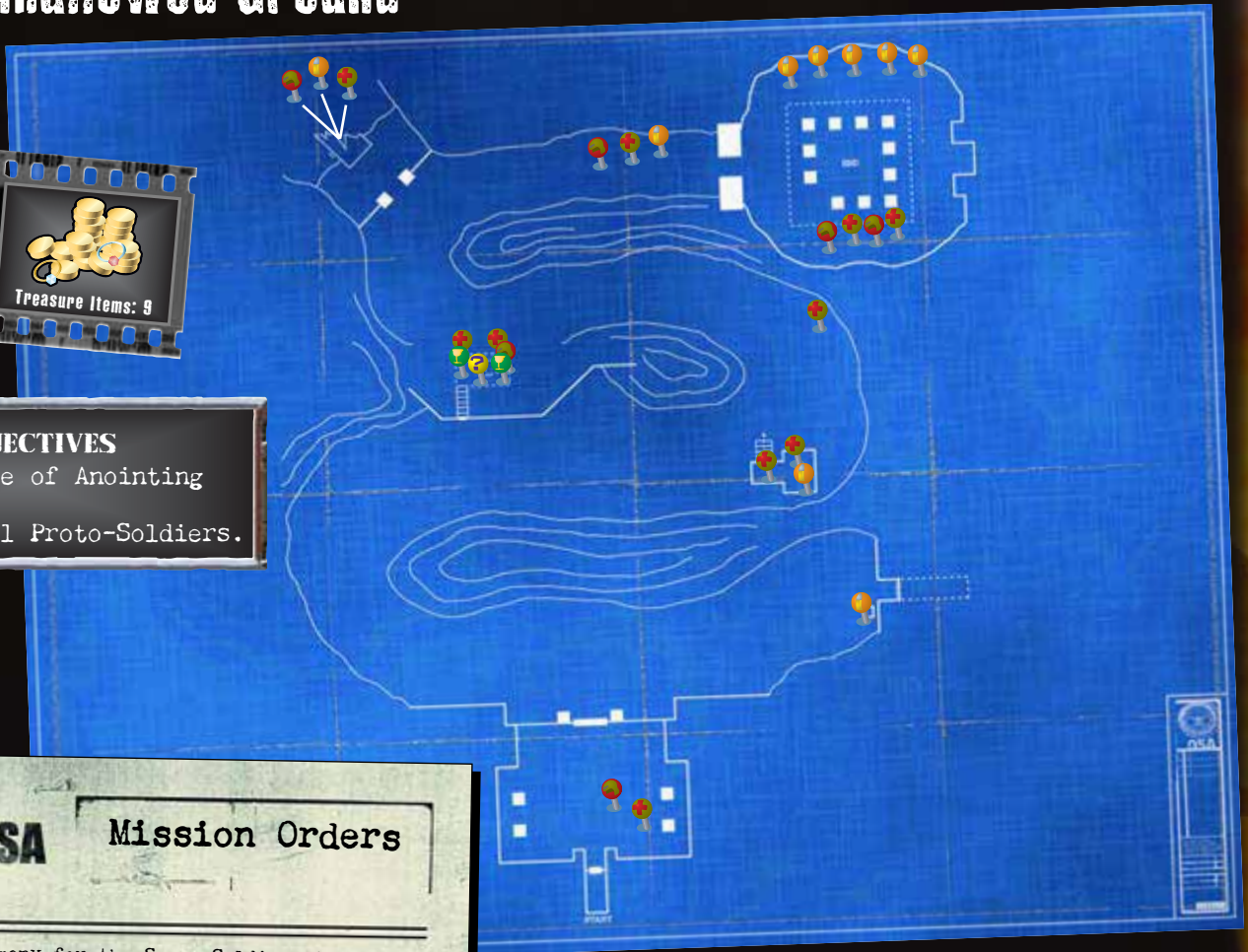
Go down the short hall where the last group of enemies originated and you see a door ahead of you. Past the door is another short hall and the end of this level.




Part 6: Unhallowed Ground



- OBJECTIVES**
1. Locate site of Anointing Ceremony.
 2. Destroy all Proto-Soldiers.





OSA Mission Orders

The Anointing Ceremony for the Super Soldiers is reported to be taking place somewhere near the chateau. According to the Operation: Resurrection project book recovered from the X-Labs, the three Super Soldiers are to be anointed by Marianna Blavatsky, whereby they will be transformed into Dark Knights.

According to the project book, the presence of these Dark Knights is necessary for the final phase of their plan: to raise Heinrich I from his 1,000-year-old burial site. You must, if possible, stop the ceremony before it begins and destroy the Super Soldiers before their transformation.

If their transformation does take place, there will be no way of judging how much more powerful they will be, or if it will even be possible to stop them. Also, there will still be a number of SS Paranormal operatives in the chateau; ensure that you eliminate them.

Objective: Locate Site of Anointing Ceremony



Get ready to throw down the lead spray when you open the door. Three soldiers are out there, and they want to stop you. Use the trucks and boxes for cover as you play hide-and-shoot with them. You have a second after you open the door before they notice you, so move into the courtyard and get behind something solid.



When the yard is clear, jump into the truck bed to pick up a couple of First Aid Kits and an Armored Helmet. Then open the iron gate and head right.



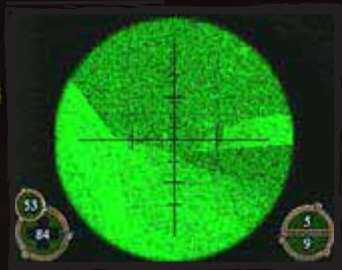
NOTE

The Snooper Rifle will be your best friend for this segment, not so much for eliminating enemies as for spotting them. In the murky gloom, the night scope illuminates a greater distance than the Mauser's scope. Use it to scope ahead, finding enemies' location.



Turn right out of the gate and use the scope to find a pair of soldiers at a guardhouse. Switch to the Mauser and creep in, until you see them in the Mauser scope. Blast them with the Mauser, then search the guardhouse for a couple of Tesla cells. This way doesn't go any farther, so about-face and go back.

Pass the gate to the courtyard and find a ruined wall at the hairpin turn in the road. Snuggle close to the wall and use the Snoopers scope to look up and to your right at the wall on the slope across the way. Locate the wall's left-most point, where a tree stands. With the Snoopers, pinpoint the Elite Guard. Use a Snoopers bullet to drop her.



The ruined wall at the second hairpin turn hides a First Aid Kit. If you don't need it, go straight out the door of the house, down a slope, to the road. Cross the road and hike up another slope. Halt on top of the small hill.

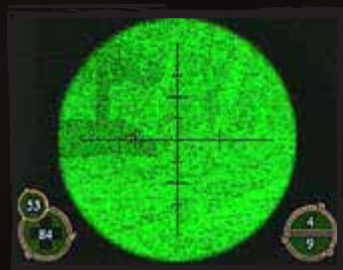
TIP

There are a lot of enemies in the dark and murky parts of this level. You need the Snoopers for five of them; it makes things easier. Save five bullets for them (we point out who they are). The Snoopers scope won't work if you're out of ammo, so always keep one bullet in reserve.

Run toward the wall on which the Elite Guard sniper was posted. Notice a wooden door at its base, up a grassy slope. Before you reach it, another Nazi vixen opens fire with a Sten from a small hilltop to the right. At this distance her gun isn't accurate. Turn and snipe her with the Mauser. Two shots and she's down for the count.



The wooden door is locked, so follow the wall. Another of von Bulow's guards begins firing. The Mauser is the best choice for this threat. When she's on the decomposition trail, cross over to her corpse and switch to the Snoopers.



Crouch, bring up the night scope on full magnification, and move toward the stone house on the slope. To the left of the house, down the slope and farther along the road, is a ruined wall. A sniper is next to it. Sweep the scope along the wall to find him. If he doesn't appear, take a few more steps forward. When you find him, say hello with the second Snoopers bullet you expend in this segment.

Change to the Sten and circle around the back of the house to find another Elite Guard. Ruin her night with a burst from the Sten. With her out of the way, search the house to find two medium First Aid Kits, a large First Aid Kit, and a bag of Grenades.



Move left to find the ruins of a stone house. Go to the left side to the remains of a window frame. Peek inside to see an Elite Guard, if she hasn't been alerted to your presence and started running around the corner to greet you. Either way use the Sten and drop her, then continue along the wall to the next corner. A lightning bolt smashes into the house, but you'll be fine.



Bring up the Snoopers and stop after you turn the corner. The body of the first Elite Guard you shot is lying next to a tree on your left. Another tree is in the distance. About halfway up is a platform with an Elite Guard on it. She's got a Mauser, a scope, and a desire to see you dead. Use Snoopers bullet number three to end her plans.

NOTE

You can get close enough to use the Mauser unseen, but you'll take a hit and alert the next guard. The Snoopers is the finesse weapon.



Creep out and look to the right of the platform tree with the Snoopers scope. A brick gateway with a machine-gun nest is between its pillars. Two Nazi women wait there for you. You see them first, so tag them with the fourth and fifth Snoopers bullets you saved for the occasion. Go around and into the ruined house you've been using for cover.



MISSION 7: RETURN ENGAGEMENT

TOP SECRET



Here is where the gaps in the floorboards are. Notice we've already removed a bunch of the boards.

In the area with the fireplace, near the remains of a window frame, there is a gap in the floorboards. Shoot or kick them until the gap is big enough to jump through (dropping a Grenade also works). Drop in and collect an Armored Helmet, 7.92mm rounds, three First Aid Kits, and nine Gold Bars. Find the wooden door (it's under the wall that was previously locked) and open it up. Two Elite Guards show up to hassle you. Make short work of them and backtrack to the ruined house where you dropped into this Secret Area.



The road sweeps to the right as you near the brick gateway where you killed those last two Nazis. Grab the weapons they'll no longer need and inspect the broken bridge behind them. Jump on the left railing to get some rockets. Don't let the shaking scare you.

TOP SECRET

Notice the ladder on the side of the bridge. Climb down the ladder to find a hidden area. Underneath the bridge collect a First Aid Kit, Flak Jacket, and ammo. Climb up the ladder and head back to the road.



The bridge may be broken, but the stash underneath is intact.

Follow the road to the left until a truck appears in the mist. Two Elite Guards (the last for this area) next to the truck are guarding something. Kill them, then jump into the truck bed to grab some loot: an Armored Helmet, three small First Aid Kits, and some 9mm ammo.



Beyond the truck is a stone arch. After you pass through the arch, it collapses, sealing you in the next area. Got everything you need? Good. Saunter through, then.

Objective: Destroy All Super Soldiers

You found the site of the anointing, but it looks like you're too late to stop it. The area consists of a square stone platform with several half-topped columns along each edge. No one's around, but they left a lot of stuff. As you enter, there are four large First Aid Kits and three Armored Helmets to the right of the stone platform.



To the left is a ton of ordnance: Panzerfaust rockets, lots of MP40s and 9mm ammo, Tesla cells, a bundle of Dynamite, and Paratrooper Rifles.



You need all the firepower you can get to destroy these punks. The first Super Soldier is behind one of the pillars in the back, and he's not happy to see you. He's armed with a Venom gun and a Panzerfaust; both are deadly. He fires fast, but he can't move very well. Use that to your advantage.

There are several ways to deal with this trumped-up tin man, but one is much easier on Blazkowicz's body. When you arrive at the anointing site, run to the ammo supply area on the left. Get behind the large boxes with MP40s on them. Set up near the corner closest to the Super Soldier (who is behind a pillar), keeping the box between the two of you. The big guy is looking for you.



TIP

Sprint from place to place, minimizing the time spent in the open.



Bring the Mauser up, scope in on the Nazi creature, and start sniping. Duck to avoid return fire. If he switches to his Panzerfaust, it's likely that the rockets harmlessly hit the box, allowing you to stay upright and keep firing.

If he moves to the opposite side of the pillar, shift to the other corner of the stack of boxes to get an angle on him. A few clips' worth of Mauser slugs and a few rockets, and he collapses in a broken heap.



After you hit the first Super Soldier enough to make him weak, a second Super Soldier appears. Finish the first one before you moving on to the next.



After the first one falls, deal with the other. If he uses the Panzerfaust or Venom, employ the shoot-and-duck method. Pop up to squeeze off a round, then duck back to cover. If he uses the Tesla gun, you'll get tagged every time you come up for air. You can't win that war of attrition.]

Use the boxes for cover. Wait for the Super Soldier to expose a body part and shoot. When he tries to look for you hide again and repeat. Throw in a few rockets for good measure.



If this is too slow for you then go for broke. Fire up the Venom and circle-strafe up close. You need a steady hand, but the Venom's enormous rate of fire punches through the Super Soldier's armor in a minute. There are four large First Aid Kits to help you when the second monster is toast.

After the two clanking beasts are shot to pieces, fill up on ammo and health. A stone plate that smashed in the middle of the anointing area reveals a square hole. Jump down to move on to the next phase.



MISSION 8: OPERATION RESURRECTION

Part 1: The Dig

OBJECTIVES

1. Pursue SS Paranormal Division operatives through the dig site.
2. Locate alternate entrance to Castle Wolfenstein.

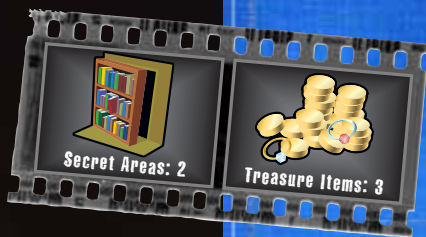


OSA

Mission Orders

We have virtually no information for you at this time regarding your mission. You are in uncharted territory, so it will be up to you to determine the best possible course of action.

If you were unable to disrupt the ceremony and prevent the Proto-Soldiers from being transformed into Dark Knights, then you will ultimately have to stop Blavatsky and the resurrection ritual. How you accomplish this task must be left up to you. The fate of the free world now rests on your shoulders, Agent Blazkowicz. Failure is not an option.



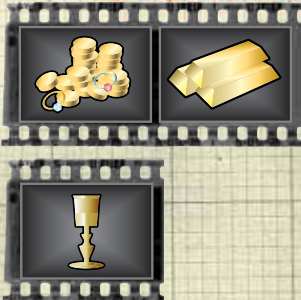
Objective: Pursue SS Paranormal Division Operatives Through the Dig Site

You knew that being an OSA agent meant working underground, but this is getting ridiculous. At the start, step forward to notice the small, barred arch ahead. Nazis are on guard beyond it, so arm the Sten and quietly spatter them around the small room. Afterward, mosey up to the bars and bust through with kicks or bullets.



Inside the tiny room is a First Aid Kit. Find the door and slide through to the next area. More guards wait in the tunnel. Kill them and examine the iron bridge across a cavern—those bridge arches look like a footpath.

TOP SECRET



It's dark and hard to see. Look for the whitish smear of cobwebs on the wall. That's the opening to a small cave with loot inside.

Run up the arch to the right. When you reach the top, turn to the wall at your right and find the small stone ledge. Jump to it and duck into the small cave for some treasure.



Jump back to the bridge and continue. Past the bridge, a nook to your right holds 9mm ammo, a Panzerfaust rocket, and a First Aid Kit. Move farther along to find a stack of boxes. Arm the Mauser, crouch, and peek through a gap in the stack.



Across the way stands a Proto-Soldier. Repeat your previous tactics against Proto-Soldiers: Stand and fire a round at the metal behemoth, then duck when he shoots back. With luck, you'll put him down without taking any damage. Without luck, you'll get chased out of your cover and have to use the Venom gun on him.



NOTE

Feel free to use the Panzerfaust. You soon find replacement rockets for the launcher.

Watch for guards who come out of the cave across the gap. When they show up, pop them with whatever comes to hand, then refocus your attention on the Proto-Soldier. When they're all off to the sweet hereafter, find a First Aid Kit in a small stack of boxes to your left and cross the narrow stone bridge.



Follow the path where you first saw the Proto-Soldier. Three Nazis wait at the end. After killing them, turn around; there is a locked door at the end of the path. Return to the cave that the guards came out of near the Proto-Soldier. Continue through the door.

If he didn't run out earlier, you'll find a Nazi hiding in the room. Whack him and drop through the hole in the floor. After you splash down in a pool of water, switch to the Mauser and clamber out. A couple of guards farther along spook easily and will probably run before you get a shot off. Don't worry; you'll deal with them later. The boxes near them hide a First Aid Kit.



Walk to the next bend in the path, where a torch is stuck in the ground. More soldiers to kill. A little farther up you see a Flamethrower soldier. Use the Mauser and aim for his head so you kill him before he gets you within barbecue range. If he charges, backpedal and switch to something speedier, like the Sten.



Just past the Flamethrower guy, more SS soldiers stand fast. Stitch a calling card into their uniforms with a machine gun, and move ahead to a large cavern. Stock up with some Grenades, a Tesla Cell, Panzerfaust rockets, and a couple of First Aid Kits.

Get to the ladder and climb to where the rock wall ends and meets the chain-link fence. Position yourself to just peek over the rock wall. A Proto-Soldier stands ready to shoot at you. Instead of climbing back down, simply duck below the lip of the rock wall.



Arm yourself with the Mauser, bring up the scope, pop up, and fire at the Proto-Soldier through the fence. This one isn't so tough and screeches to a halt after a few shots. Make sure you see bits of him flying off with each hit; otherwise, your bullets aren't hitting him. If you need to, re-adjust on the ladder and try again.



MISSION 8: OPERATION RESURRECTION



After the Proto-Soldier is disassembled, you have two regular soldiers and a Flamethrower guard to worry about. As always, keep your distance from the human Zippo and pop them from the ladder platform or through the metal fence before jumping down into their area.

Once off the platform, to your left is a ladder and to the right is a path. Follow the path first. It forks where boards cover a crack in the floor and a First Aid Kit hangs from a beam.



The right fork leads to the locked door you saw earlier, so skip it. Arm the Mauser again and peer left. A Nazi soldier patiently waits his turn on the Blazkowicz high-powered lead slug ride. Blast him.



Stick to the right-hand wall of the path and proceed until you see another guard to the left. Give him a haircut with a couple of Mauser bullets, then switch to the Flamethrower.

A bit farther on is a nook in the path's right side. Close in on it to see a stack of boxes in the alcove. Jump out as you shower it, and the hiding guard, with liquid fire. When he's cooked, head back to the ladder you passed near the start of this path.



By killing all the guards, you've ensured a hassle-free climb up two ladders. At the top of the second, limber up your trusty Mauser and immediately look left, past a stack of boxes, for another flamethrowing Nazi. Loudly knock on his helmet with a few bullets. If you're bleeding, pick up

the large First Aid Kit next to the boxes, then creep along the path where your last victim was standing.



Stop at the small cave-in. Just past where the rocks fell, use your scope to spot another Proto-Soldier across the way. He charges at you. Stay put and fire as many shots with the Mauser as you can. When he gets too close for comfort, switch to the Panzerfaust or Venom to finish him off.



Don't rush down the hall; three Nazis wait beyond the Proto-Soldier: one to the left, one to the right, and one far back to the right. The Proto-Soldier's charge may stir them up, but if not, hug the left wall and ease forward to deal with them when they get into view.

NOTE



Try this—it can be fun or it can be deadly. When the Proto-Soldier starts across the bridge toward you, take a few steps closer. This may lure the hidden soldiers to jump out—right into the Proto-Soldier's line of fire! Turning your enemies against each other is really satisfying, but it can backfire, so play safe.



At the end of the passageway to the right is a boarded-up archway. Shoot or kick the boards away, or simply shoot the oil drum next to the arch. The explosion clears the way.

Objective: Locate Alternate Entrance to Castle Wolfenstein



Step through the arch and you see a stone door. That looks promising. Open it up and glide into the next room. There's another oil drum to the right.

TOP SECRET



Move away from the oil drum before you shoot at it. Take a few steps back and unload until it explodes. The force of the blast knocks a hole in the wall. Duck inside to find a fine piece of treasure and a First Aid Kit.

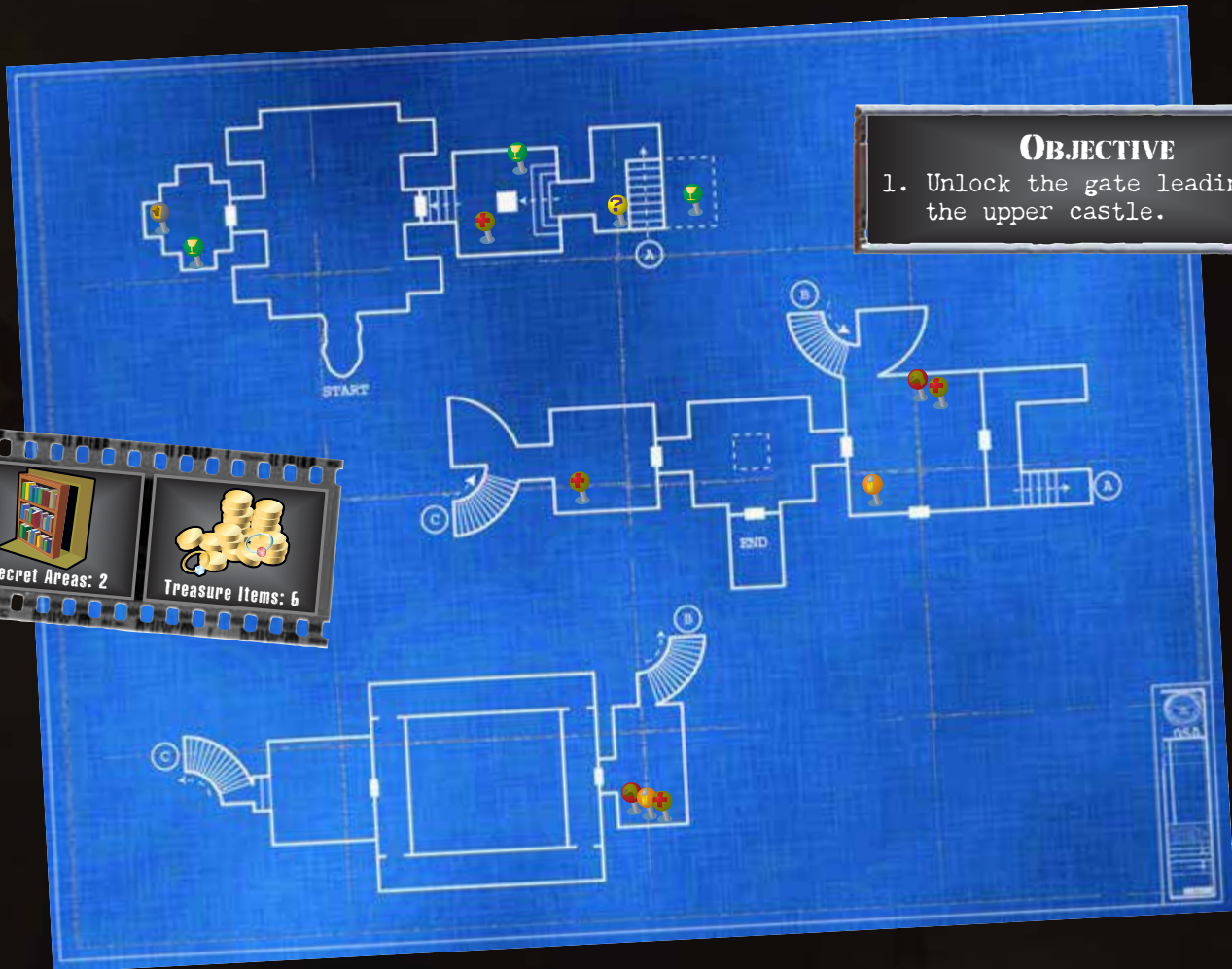


Another oil drum, another explosion, and a shiny Silver Skull is your reward.



Examine the big hole in the floor. A wooden beam forms a ramp to the lower area. Jump to the beam and then down to the floor. Navigate around some rubble, take a right, and you see a wall with a large crack in it. Head toward it to end this segment.

Part 2: Return to Castle Wolfenstein



OBJECTIVE
 1. Unlock the gate leading to the upper castle.

Secret Areas: 2
 Treasure Items: 6

OSA Mission Orders

NO NEW INFORMATION AT THIS TIME.

We have virtually no information for you at this time regarding your mission. You are in uncharted territory, so it will be up to you to determine the best possible course of action.

If you were unable to disrupt the ceremony and prevent the Proto-Soldiers from being transformed into Dark Knights, then you will ultimately have to stop Blavatsky and the resurrection ritual. How you accomplish this task must be left up to you. The fate of the free world now rests on your shoulders, Agent Blazkowicz. Failure is not an option.

Objective: Unlock the Gate Leading to the Upper Castle

You begin in front of a badly cracked wall. Kick it down to reveal a creepy old room with no usable exits. Arm yourself with the Flamethrower and get ready to roast. Four zombies rise from the earth. Ignite them with a stream of fire. Keep moving to avoid any attacks as they burn. As soon as each one falls, run over and kick it to scatter its bones.



MISSION 8: OPERATION RESURRECTION



NOTE

The undead are susceptible to fire. With that enormous lighter strapped to your back, your job is a snap.



When you shatter all four zombies, an ominous pounding comes from a wooden door in the middle of one wall. The door flies open, admitting more zombies. A stream of fire ignites the beasts. When they're flaming, avoid their attacks and wait for them to fall.

Move into the room the zombies emerged from and check out the square switch on the far wall. Press it, and a gate in the other room rises. Pick up the two Chalices on ledges in this room.



Grabbing the treasure triggers a zombie to rise. Torch him and kick his broken body after it falls. Head for the newly opened gate in the other room.



Through the gate two more zombies crawl out of their tombs. Flame them before they get too feisty. Grab the First Aid Kit near the fallen soldier if you need it.



TOP SECRET



Up a short flight of steps is a stone staircase along a wall. Under the stairs is a set of iron bars with a skeleton behind it. Kick the bars away and crouch into the alcove to find defiled coffins and a trio of Gold Bars.

A quick kick, then a crouch gets you into the secret area here.



Crouch out from under the stairs and go up them. Disturbing sounds emanate from the wooden door at the top. Punch through and incinerate the zombies to your right.

After they're gone, pick up the two First Aid Kits and the Armored Helmet from the table. Near the masticated body are Grenades, 7.92mm ammo, a Tesla cell, and a lot of 9mm bullets. Stock up, then exit through the open door and up the spiral stairs.



TOP SECRET



Run to the room's back left corner to find a cracked tomb. Kick it to create an opening. Inside lies a nice Gold Bar. Crawl in and get your treasure, then return to the room.

Crack the seals on the other tombs to find a shiny Gold Bar.





More zombies stink up this communications room. You can't help the Nazi, but use the Flamethrower to help yourself. After the smoke clears, pick up or note the location of the First Aid Kit. Snap on the Flak Jacket and scoop up a Paratrooper Rifle. Smash the radio gear for fun and arm yourself with a Paratrooper Rifle.



NOTE

After this, your enemies are mostly human. The Flamethrower is not as effective on them because they continue shooting while the flame catches and spreads along their clothes. So, stick to the lead projectiles unless you have a pyro fetish.

Kick open the door and aim to the right. Two Paratroopers exchange fire with you. If you're overwhelmed, retreat into the communications room and wait for them to come in. Kill them.



Look over the walkway's edge and spot the Paratrooper in the courtyard. Depending on your timing, he is either alone or battling a zombie. Either way, blast him, then move around to the other wooden door.



An Elite Guard pops out as you approach, so stay ready and eliminate her. Go into the room containing the wooden platform overlooking the first floor. Peer over the railing to see a Paratrooper below with his back to you. Drop him with a bullet to the head. Navigate the platform to the spiral stairs leading down.

If you killed the Paratrooper in the courtyard, a zombie lurks on the stairs here. Work your way down and enter the next room. Another Paratrooper waits outside. Engage him close up or backpedal to the staircase and fight from cover. Afterward, pick up the First Aid Kit and go out the door through which the Paratroopers came.

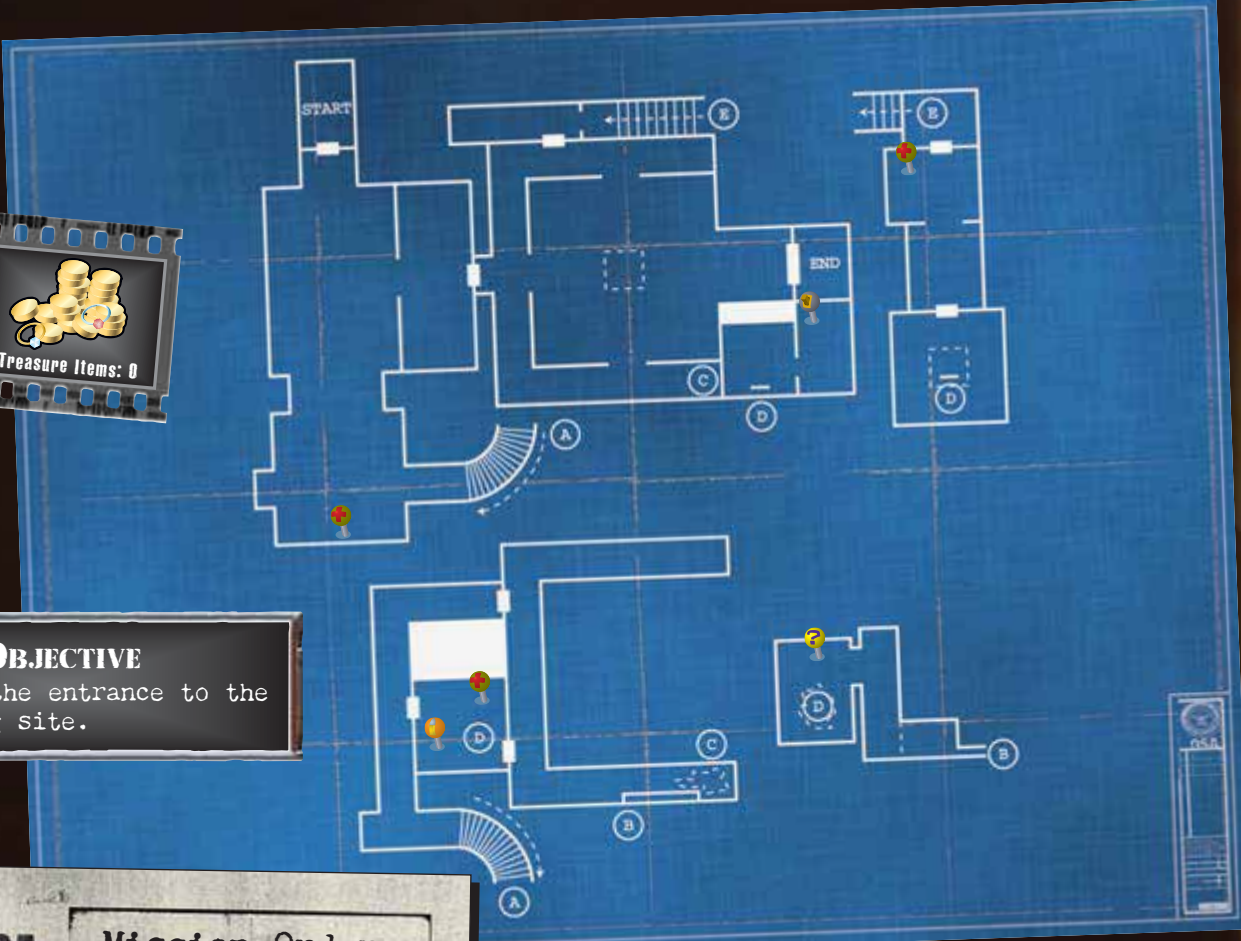


You are in a courtyard containing a bust of a bearded monk. The other door leads to a room you've been through, so set your sights on the double doors down a short tunnel. Enter to finish this section.



Part 3: Return to Castle Wolfenstein

Secret Areas: 1
Treasure Items: 0



OBJECTIVE
1. Locate the entrance to the main dig site.

OSA Mission Orders

NO NEW INFORMATION AT THIS TIME.

We have virtually no information for you at this time regarding your mission. You are in uncharted territory, so it will be up to you to determine the best possible course of action.

If you were unable to disrupt the ceremony and prevent the Proto-Soldiers from being transformed into Dark Knights, then you will ultimately have to stop Blavatsky and the resurrection ritual. How you accomplish this task must be left up to you. The fate of the free world now rests on your shoulders, Agent Blazkowicz. Failure is not an option.

Objective: Locate the Entrance to the Main Dig Site



Open the doors and scoot to one side or the other. This church hides a threesome of Nazis behind the altar who shoot at a zombie shuffling up the aisle. They make short work of the undead, so scope in with your Paratrooper Rifle and fire at the Nazis. When they're gone, run up to the altar.

To your left as you pass the pews is an alcove with a pair of Elite Guards inside. Pass them by and get to the altar. From there, blast the guards as they come out. Collect the three medium First Aid Kits if needed, then go up the stairs next to the altar.



Follow the hall past the locked door on your right and around the corner to another door. When you open the door, use the Mauser to drop the soldier across the way. Another Nazi is to your left, on the walkway the door opens onto. Drop him as well.

When the coast is clear, turn to your right and go out the door. Stop before you cross in front of the boarded-up window. A soldier lurks inside, waiting for you to walk into his sights. Either toss a Grenade in or use the Flamethrower from an angle so he can't fire back. When you hear him go, stroll on to the broken section of the walkway.



TIP

These last few Nazis are extremely tough. Keep low and use the stone walls as cover. Try to keep to your cover and use your scoped weapons to find a head or leg to shoot at.

An Elite Guard waits with her friend, a Paratrooper. Keep to the cover of the doorway as you use your Mauser to pick them off. After they fall to your firearm prowess, collect First Aid Kits in the room at the top of the stairs.



TOP SECRET

Hop onto the beam slanting down to the walkway from the roof and traverse to a crawlspace. Find and break through a rotten wood panel, then go through the broken stone wall. Drop down the hole in the planks to end up in the room you just cleared of Nazis. There is a ton of ammo and supplies: Venom ammo, Grenades, 9mm slugs, 7.92mm ammo, a Tesla Cell, .45 bullets, and medium and large First Aid Kits. Load up, then exit through the door and backtrack to the walkway.



The beam to the right, against the stone wall, is your road to riches. Run up it and bust into the secret storeroom.



Push on to a wooden platform with a ladder leading down. Switch to the Flamethrower and torch the guard at the bottom of the ladder. Step back after you ignite him so he can't shoot you.



Climb down and either toss a Grenade into the next room or use the Flamethrower to flush out the Paratrooper hiding to the left. When he's gone, go into his room and pull the big lever to open the double doors in the courtyard.

Return to the beam that you crossed to find the secret room. This time, drop through the hole in the walkway. A Paratrooper waits, so have a fast and deadly gun ready.



Backtrack to the courtyard with the statue of a knight. Go through the double doors. You're on your way to the final confrontation.



As soon as he goes down, a door opens on the other side of the courtyard. Behind it are two more Paratroopers and an Elite Guard. Dispose of them, then go through the door they opened and turn right to find stairs leading up.



Part 4: Heinrich

OBJECTIVE
1. Destroy Heinrich I.

Secret Areas: 0

Treasure Items: 0



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Objective: Destroy Heinrich I

Marianna Blavatsky looks rather stylish in the SS Paranormal Division's standard issue French-cut bikini, cape, and thigh-high boots. She's also adorned with mystical full-body tattoos and is confident as she chants in the middle of the main dig site.



Three of the Proto-Soldiers, imbued with the spirits of Heinrich's Dark Knights, stand ready. As her chant continues, the spirits are ripped from their earthly hosts. The soldiers transform into large zombies as the Dark Knight spirits fly through the air and plunge into the ground, opening Heinrich's tomb. Heinrich himself rises from the limbo he's been trapped in for so long.



Heinrich immediately smacks Blavatsky down. Her life force is sucked from her body, leaving the beautiful woman a gnarled zombie. Heinrich is eager to start his conquest, but senses something....



It's up to you, Blazkowicz. Search a few areas before you face the big guy. In the first room find a Tesla gun, .30-caliber bullets for the Snoop, Grenades, and First Aid Kits. Fill 'er up.

Move to the next chamber, which has a dry well in the center. Once you go down it, though, you can't get back. First, search the upper portion for weapons. There are 9mm slugs, an entire Venom gun, two boxes of Venom ammo, and a can of fuel for the Flamethrower.



NOTE

The huge amounts of Venom gear lying around indicate that the Venom gun is key to your victory. The Tesla won't get dusty with disuse either.



Fully supplied, jump onto the broken ledge of the well and then hop to the bottom (you take damage if you leap straight down). You land in another little chamber with a scale model of the main dig site.

Continue on to find the last door you go through in this game. Beyond is a hole that leads to the dig site and Heinrich. Ready? OK, let's move out.



DER UBER MEISTER: HEINRICH I

We'd like to familiarize you with your nemesis, Heinrich I. Not only is he a huge bruiser from the Dark Ages, but he's also imbued with powers from a dark plane. As such, he fights with both brute strength and mystic powers.

Raising the dead is one of those powers, and he wastes no time summoning zombies to harass you. They burst from the ground and poke and prod, distracting you from the main threat. Dealing with them wastes time and ammo. Avoidance is your best bet with those undead pests. Note, however, that Heinrich takes time to summon more zombies when you destroy the ones walking around. This leaves you with an open shot.

So, don't specifically target the minor annoyances, but don't hold off from shooting them when convenient. In addition to the little lackeys, there are the three Dark Knights and the Blavatsky-zombie to contend with. The gruesome four are basic undead creatures with spirit attacks, but they have more punch than the run-of-the-mill zombies.

Despite having been buried in the ground for hundreds of years, Heinrich has a certain attraction. When he swipes his sword to the ground, you are pulled toward him. This is a setup for two things. One, he attempts to cut you with his blade. Two, the force of the blow causes rocks and debris to fall. If you are beneath the massive stone arches that span the dig site, you take damage from the rubble bouncing off your noggin.

The sword swipe is easy to avoid after his attraction attack. When the attraction hits, direct yourself away from Heinrich. When it abates, you pull away, safe from a blow.



Heinrich can create his own friends. Unfortunately, they're no friends of yours.



Heinrich has a powerful sword that can bring you close and then chop you up!



When Heinrich uses the Dark Knights' spirits to attack, get out of the way or you'll take a beating.



There's not much when it comes to supplies. Hopefully you started this mission well supplied.

MISSION 8: OPERATION RESURRECTION

The falling rocks are hard to avoid if you are under the arches, so avoid being under the falling rocks; simple to say, but hard to do. Take heart, though--the rocks aren't too damaging.

The dark lord also attacks directly with his sword if you're near enough. The blow is a nasty one, so keep out of arm's reach when you get near the big guy.

Heinrich's most devastating power, however, is his spirit attack. The Dark Knights' spirits, drawn from the Proto-Soldiers' bodies, swing around the battle, waiting for a moment to sweep in and damage you. It's the same as Helga von Bulow's spirit attack, only much, much stronger.

It's difficult to dodge the Dark Knights. Your only hope is to sprint and outrun the buggers.

Finally, a word about your surroundings. When you first enter the arena, there's a stack of boxes to your left. Amongst them are four large First Aid Kits, a Tesla cell, and a box of Venom ammo. These are the only pickups. It's pretty slim pickings, so stock up beforehand.



You run out of ammo for the Tesla before Heinrich falls. Empty it, then switch to the Venom. Continue your barrage with that vicious cannon, circle-strafing all the while.

After several hundred rounds, the Venom overheats. It's normal and we've got a plan. Switch to the Panzerfaust. Unload all of your rockets into Heinrich's armored body. Stop for each shot to steady your aim, but immediately move after each one to avoid attack.



Let's tackle this terrible titan. Arm yourself with the Tesla and charge straight at Heinrich. When you're within spitting distance, start firing and circle-strafing.



Carefully judge and adjust your distance from Heinrich at first. The Proto-Soldier and Blavatsky zombies surround him. The goal is to circle-strafe but to avoid smacking into the undead around the main target.

Keep moving as you fire the Tesla. The bolts devastate the zombies, eventually knocking them down, but Heinrich has a lot more where those came from. The Tesla gun is excellent against the crowds of zombies, so simply aim at Heinrich and the bolts wreak havoc on the undead as well.





The Finale

A lot of trouble comes from Heinrich's spirit attack. The Dark Knights' spirits are killers, draining life faster than a German blitzkrieg rolls over the Maginot Line. Oddly enough, circle-strafting around Heinrich keeps you somewhat safe from spirit attacks. When you attack, you pop zombies as well, so Heinrich concentrates on raising more of those fools instead of spirit attacking.



Heinrich I is blown to bloody pieces, and thanks to you, the SS Paranormal Division is reduced to a few corporals with a Ouija board. Herr Himmler must admit defeat. He is not pleased.



When the Panzerfaust runs dry, switch back to the Venom and pour bullets into that medieval maniac. Continue circle-strafting. Whenever you switch weapons, check your health. If you need a boost, torch some undead with the Flamethrower and run to the First Aid Kits while Heinrich is busy replacing the rotten beasts.

Your superiors at the OSA, however, are very pleased. The director wants to reward you, but due to the secret nature of your work, he is unable to oblige. No worries, though. You get some time off to relax and enjoy yourself, not to mention all that loot.



A final round of steady Venom fire and Heinrich is howling in pain. He throws his head back, bellows his defiance to the heavens, and then goes off like a firecracker.



Ruining the evil plans of Nazis is the best way to end a day. Life is sweet for Agent B. J. Blazkowitz.

NOTE

As an alternate strategy, use different patterns of weapons other than the one suggested above. One example is a combination of Panzerfaust and Flamethrower. It won't seem like the flames are harming Heinrich, but he feels it. Throwing Grenades or Dynamite into the mix is effective but tricky. Heinrich is in motion, and he may simply walk away from the explosives. The final advice is this: circle-strafe, circle-strafe, circle-strafe.

