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STRATEGY GUIDE

CONTAINS
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and Co-Op Tactics!

RETURN TO CASTLE

Wolfenstein

TIDES OF WAR™



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RETURN TO CASTLE Wolfenstein TIDES OF WAR™

Prima's Official Strategy Guide

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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*.



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. Blazkovicz

One of the top agents for the OSA (Office of Secret Actions), Blazkovicz 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 Blazkovicz 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 Blazkovicz 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.



Jack Stone

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)

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

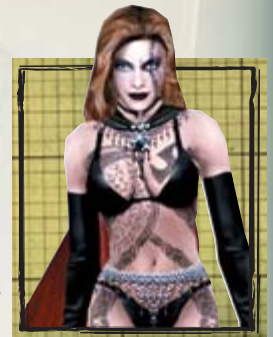


Deathshead has two passions: science and machinery. He has spent years on his Project Über Soldat, fusing metal and flesh with horrific results. His experiments have spawned a host of creatures no longer human, yet not fully mechanical.

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

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

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. In this section is all you need to navigate through the game features and learn the skills necessary to bring down the Nazi SS Paranormal Division.

As an Army Ranger, Blazkowitz is trained in essential combat skills, but it never hurts to brush up before a serious mission. Let's review the field training that gives you skills to operate and survive in a combat environment. For a brush-up on your weapons training, see the "Weapons" section.

Game Modes

Before loading your gun and running into Nazi territory, take a moment to go over the game modes available.

Campaign

In Campaign, you take the role of OSA's finest, Agent B.J. Blazkowitz, to combat the paranormal activity threat in the Nazi army. This is a one-player adventure and requires setting up a profile.

To create a profile, start a new game in Campaign and select New Profile. At the prompt, create your profile name. When starting or continuing a game, select your personal profile to save your personalized game progress and game options. You can use this profile in Multiplayer as well.

Multiplayer

Return to Castle Wolfenstein: Tides of War™ features a Multiplayer game mode. In this mode, you can challenge friends via System Link or compete online through Xbox Live in team-based missions. You also find a Cooperative mode that teams Agent Blazkowitz and Agent One through the Campaign.

Cooperative

Cooperative mode allows two players to work together through the game. Each player takes on the role of either B.J. Blazkowitz or Agent One, and the two fight side-by-side through the numerous Campaign missions.

Each player must create and select a profile when playing Cooperative. You may resume your saved game at the farthest point reached by one of the two players. This is handy when recruiting a friend to help you get through a troublesome level.

System Link

Get together with your friends and link your systems together for some fun.

Xbox Live

You can compete online with other players with Xbox Live. To play this mode, you must subscribe to Xbox Live. Visit www.xboxlive.com for more information on Xbox Live and how to access this game feature.

Options

Customize your game in the Options menu. Here you can tweak controller settings, sound and video, and change profiles. You can also customize your online options.

Controls

Familiarizing yourself with the game controls is a good idea. Listed here are the default button settings. Customize these controls in Options if you feel more comfortable with a different button configuration.



Movement

On your missions, you encounter all types of obstacles and terrain. Here are the basic moves that every OSA agent must know to navigate through the missions, achieve objectives, and make it out alive.

Walking

Running is your default method of movement, but walking plays a key survival role. Walking allows you to move in silence, so you can sneak up on enemies and pass quietly through doors. Often this means you can sneak into a room or get behind an enemy without being heard or shot at. This helps you conserve ammo and stay healthy. To walk, push the control stick gently in the direction that you want to go. If you push it too far, you run. Practice to learn the difference.



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

Crouching

Crouching is one of your most useful movements. Crouch to duck behind cover to escape enemy fire, or to crawl through vents, windows, and other small openings. Only by crouching can you move while keeping your scope up, so you can change positions slowly without taking your eye off your target. You're slow and you wobble when you walk while crouched, but you can use the movement as an alternative to walking when you want 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.



Crouch to crawl into vents and other tight places.

Jumping

Jumping allows you to leap onto crates and ledges and to reach otherwise inaccessible places. In a pinch, jump to escape or dodge enemy fire.



Jump to get on this desk and reach the secret behind the picture.

Swimming

There are places throughout the game that require you to take a dip. Swimming often takes you to a Secret Area or to alternate underwater passages. You need to breathe, however. If you stay under water too long, you lose health and eventually drown. Also, enemies above water can fire at you while you are underwater, but you cannot fire back. Your only underwater weapon is the knife.



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

Leaning

Want to see what lies around the corner without risking your neck? Leaning lets you poke your head out to see around corners with a low chance of an enemy spotting you. This movement is useful on stealth missions, when it is vital that you go undetected. Look in the "Tactics" section for detailed leaning techniques. To lean, press and hold the Activate button, then move the left stick left or right.



Lean to see safely around corners.

Kicking

Kick to break objects or, on occasion, to help defeat an enemy. The kick is not a "true" weapon, but teamed with the Combat Knife, it is a great way to conserve ammo while inflicting a great amount of damage. Use the kick to open doors quickly so you can enter a room with guns blazing. When you kick open a door, however, enemies are more likely to hear you enter.



Rather than waste precious ammunition, kick through these planks.

NOTE

A useful move against the undead is the kick/knife combo, especially when a zombie crouches behind its shield. You true soldiers can challenge yourself to see how far you get with just a boot and a knife.

Hint Icons

As you explore, you may see an icon pop up at the bottom center of your screen. These are Hint icons that indicate an action is possible. 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 indicates you can pick up or operate something by pressing Activate. This icon pops up when you face weapons, armor, First Aid Kits, or similar items. It also appears as you walk in front of switches, buttons, or other objects that you activate. A crossed-out hand indicates the item cannot be activated at this time.



The Hand icon lets you know that you can activate this switch.

Breakable Icon

The Breakable icon appears when you are standing in front of an object you can destroy. These objects include pictures, cabinets, and vent covers. Breakable icons often appear in front of objects or breakable coverings leading to Secret Areas.



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

Ladder Icon

The Ladder icon appears when you are in front of an object you can climb. When this icon appears, walk forward onto the object to climb up, or carefully backward to walk down. What you can climb isn't always obvious. The icon appears at the back of trucks (so you can get into the truck bed) and near drainpipes, for example. Look for it if you're stuck or are searching for items.



If it weren't for the Ladder icon, you might never know you could climb this tower.

Backstab Icon

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. Sneak slyly until the icon appears, then thrust your knife into your foe's back.



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

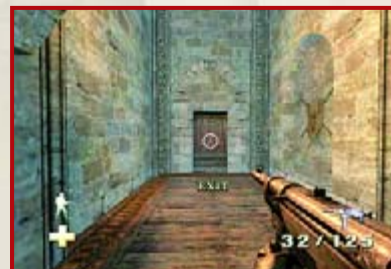


NOTE

Some enemies drop items such as health and armor when you backstab them, a bonus that other modes of killing do not produce.

Exit Icon

The Exit icon indicates you are in front of the exit. Walk forward to bring up the mission review and end the level.



The icon indicates you have made it to the exit.



NOTE

Return to Castle Wolfenstein has a lot of breakable stuff. It's not always useful to bust the furniture or shoot the Nazi flags and pictures, but it's always fun.



Notebook and Clipboards

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

Journal

Access Blazkowicz's notebook during gameplay to see a summary of your current mission and a debriefing from your previous mission. If you're wondering what to do next, look in the notebook to check on mission objectives. An icon of an open book appears at the top of your screen when your notebook is updated. Refer to it throughout each mission to get updates and monitor progress.



This notebook is your in-game source of information.

Clipboards

Clipboards rest on desktops and hang on walls throughout the game. Read them as you pass to glean tidbits of the game's story line and other pertinent information.



Read clipboards to learn details as the story unfolds.



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 it took you to complete the level, the number of attempts you made, and your totals for treasure and Secret Areas.



This box lists the totals of your goals for each level.

If you have not completed your objectives, you cannot exit the level. Refer to your notebook to see what objective you missed, complete it, then return to the exit to move on. If you are displeased with your totals or see that you missed an item, head back to continue exploring. Here's what the Mission Stats tell you:

Time

This is how long it took you to complete the level.

Objectives

This shows the number of objectives you've completed compared to the number of objectives required. You cannot exit the level until all objectives have been completed.

Secret Areas

This shows how many Secret Areas you've found, compared to the number of Secret Areas in the level.

Treasure Items

This shows the amount of treasure you've found, compared to the amount of treasure available in the level. If you are missing any, turn around and search for the remaining treasure.

Attempts

This number shows the number of times you restarted or quick-loaded to complete the level.

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: Tides of War™* profile created has its own Save Progress slot.
- Once you complete a level it unlocks the next level for play.

WEAPONS AND ITEMS



NOTE

The walkthrough abbreviates the names of some weapons. For example, the FG42 Paratrooper Rifle is called simply Paratrooper Rifle.

Weapons

You're dealing with the finest weaponry those damned Nazis have. What do you mean, you're on the Allied side? You think you can carry the whole Colt ammunition factory behind enemy lines to keep your clips full? You're an OSA agent, Blazkowicz, and as such you must adapt to survive. There's no supply line, no reinforcements, and no aviators dropping supplies on your head like manna from heaven. You are sent in with a light load of Allied ordnance...sometimes. When you run out, you're thankful for these briefs on the hardware you're likely to encounter.

This section on the weapons shows how each weapon works, what damage it is capable of, and what advantages and disadvantages it has. Effective strategies for the use of each weapon are here, too.

Bring up the scope on some weapons—such as the Mauser with the Sniper Scope, the M1S Snooper, or the FG42 Paratrooper Rifle—with an alternate action. We cover this in the descriptions.

Combat Knife

Damage: Low

Strengths: Silent.
Needs no ammo.

Weaknesses: Shooting is faster and easier.



The Combat Knife is your first weapon. It's a melee weapon for use in close quarters. You can attack 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, hack and slash away!

Rushing an enemy head-on with this weapon is suicidal. To save ammo, use the knife to destroy objects.



Luger

Ammo Type: 9mm

Damage: Low

Rate of Fire: Slow

Maximum Ammo: 8 in the clip, 300 in reserve

Attachments: Silencer

Strengths: With a silencer, it's stealthy.

Weaknesses: Effective weapon in the beginning levels, but eventually outclassed.

The Luger is the standard Nazi handgun. It is accurate, and is 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, however. Also, you need 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, the same ammo 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, and ammo availability is limited.

The Colt.45 is comparable to the Luger in that it's a solid weapon that faster weapons quickly overtake. Use the Colt.45, considered the finest American sidearm, for close combat. It is accurate.

Do not use it too much, however, because it burns the same ammo as the Thompson submachine gun, and the Tommy gun is a hell of a gun. If you're not a Thompson fan, use the .45 to conserve other ammo or to destroy objects.



MP40

Ammo Type: 9mm
Damage: Medium
Rate of Fire: Medium
Maximum Ammo: 32 in the clip, 300 in reserve




Strengths: Fully automatic and great ammo capacity

Weaknesses: Not as accurate as the Sten

The MP40 is the standard Axis 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. You can also use the 9mm ammo 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 waste ammo. Circle-strafe and fire a steady stream of hot lead to take out a lot of foes. It's not as accurate as the Sten, but it does the job.



TIP

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



Thompson Submachine Gun

Ammo Type: .45 cal.
Damage: Medium
Rate of Fire: Medium
Maximum Ammo: 30 in the clip, 300 in reserve



Strengths: Fully automatic and great ammo capacity.

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

Known as the Tommy gun, the Thompson Submachine Gun was designed for short-range assault and close-quarter fighting. It's more accurate than the MP40 at long range, though still suited to shorter distances. The Thompson was reliable under any conditions. It is fully automatic and one clip holds 32 bullets.

The Tommy gun uses the same ammo as the Colt.45. Combine this with a roomful of Nazi jerks, and you soon paint the walls red. The Thompson is effective against most enemies, but ammo is scarce in the game, 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: Accurate and silent.

Weaknesses: Will overheat if continuously fired.

The Sten was first manufactured in 1941 and was used by the British Army. It loads the same ammo as the Luger and the 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 at 10 shots of continuous fire, so pay attention to the red bar above the Weapon icon. If it overheats, wait for the temperature to fall before firing again.

Its accuracy is astonishing when compared to the other submachine guns. An enemy kill that requires a full clip from the MP40 falls after a few shots from the Sten. The difference? Accuracy. So your ammo goes a long way.

Short bursts keep it from getting too hot, and the gun's precision keeps your foes dead. Use it correctly, and the Sten is 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: Outstanding long-distance weapon (with the scope).

Weaknesses: Long reload time.

The Mauser is one of the most powerful guns in *Return to Castle Wolfenstein: Tides of War™*, but it has a long reload time because of its bolt action. It's not effective in close-quarter conflicts.

But with the Sniper Scope, the Mauser becomes a lethal long-distance weapon and an amazing instrument of Nazi control. 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 in 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.

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

Use the Mauser to tenderize tough enemies as they charge. Keep firing, slow and steady, until they close to medium or short range. Switch to a faster weapon to finish them off.



MLS Snooper Rifle

Ammo Type: .30 cal.

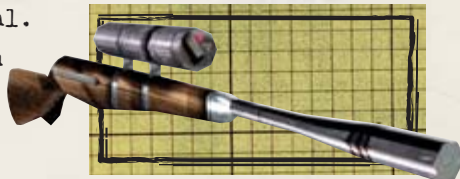
Damage: Very high

Rate of Fire: Single-shot, bolt-action

Maximum Ammo: 5 in the clip, 10 in reserve

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

Weaknesses: Long reload time and limited ammo supplies.



The Snooper Rifle has a steady scope and is silent. It also has a 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 targets, even though the magnification is lower than the Mauser scope's. The night vision allows you to see enemies behind foliage and through dense fog. That makes the Snooper useful for foiling ambushes. Scout ahead by sweeping an area with the scope. Ammo is limited, however, so use it only when necessary.



TIP

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



FG42 Paratrooper Rifle

Ammo Type: 7.92mm

Damage: Medium

Rate of Fire: Medium

Maximum Ammo: 20 in the clip, 200 in reserve

Strengths: Semiautomatic and has a scope. 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's introduced. Use it as a primary weapon; you 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 Carrying Capacity: 15

Strengths: Effective for dispersing crowds into little pieces and softening up the enemy.

Weaknesses: Throw it wrong and it comes back at you.

Stick Grenades bounce when thrown and explode after a short delay. Practice throwing them to get a sense of how they work. Do not use them in direct conflicts. If you do, the enemy shoots you as you stand there pulling a pin and counting to three before you throw.

When you press and hold the Attack button while using a Grenade, you hear a series of clicks. Each one indicates a second as the fuse burns down. You get four clicks. If you're holding the Grenade during the fifth click, they send your remains home in an envelope.

But letting the fuse burn a short while is useful. If you throw a Grenade immediately, it bounces a long way before going off. Sometimes it bounces past your target. Holding on and letting the fuse burn ensures that it bounces fewer times before exploding. Practice to figure 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. If you've let the fuse burn down, however...



There are no great differences between the two types of Grenades. The same advice about fuses applies. They are in limited supply, so conserve them and use only when necessary.



Dynamite

Damage: Very high

Maximum Carrying Capacity: 5

Strengths: It will kill or seriously injure everything, and a timer is available.

Weaknesses: Limited supply.

Dynamite is a chemical explosive of great strength. You can set the timer in 5-second increments up to 45 seconds. Press and hold the Attack button. When the desired time flashes on the screen, release the Attack button to plant the dangerous bundle of sticks. This is the perfect tool to blow up walls, enemy equipment, or the occasional curious guard.

One tactic is to set the timer, then lead enemies into that area to see them blown into bits of carrion. Save Dynamite for the largest enemies. Don't forget you have it.



Pineapple (American Grenade)

Damage: High

Maximum Carrying Capacity: 15

Strengths: Good for sneak attacks and flushing out soldiers.

Weaknesses: Limited supply.

Just like the Stick Grenades, use Pineapples when you can take out multiple enemies at once or flush them from cover, or in a sneak attack.



Panzerfaust

Ammo Type:

Panzerfaust rocket

Damage: Very high

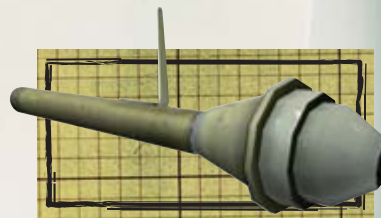
Rate of Fire: Slow

Maximum Ammo: 1 in tube, 5 in reserve

Strengths: Powerful--it demolishes anything.

Weaknesses: Slow reload time and projectile speed.

The Panzerfaust was built to help the Nazis fight tanks. Even though it is accurate, the rocket moves slowly enough to dodge at a walking pace (at long range). The round explodes on contact, turning any poor soul into a pile of porterhouse. If the round strikes near the target, he or she is hurting.



The Panzerfaust is the perfect weapon to kill big things, like those nasty Super 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 can see the launch and step out of the way.



Venom

Ammo Type: 7.92mm

Damage: Very high

Rate of Fire:
Very high

Maximum Ammo: 500 in the clip, 1,000 in reserve.

Strengths: Turns anything into hamburger

Weaknesses: Overheats if continuously fired; 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. Watch the red Venom icon to see if it is overheating, as with the Sten. 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. But 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 Super 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 Super Soldiers. Fire and watch little bits bounce off the walls!



TIP

Tap the Fire button as you move around to avoid the spin-up delay. The Venom doesn't fire, but the barrel spins. When you need to unleash the lead, hold the button down. The Venom fires faster than from a cold start, because it's already spinning.



Flamethrower

Ammo Type:
Fuel tanks

Damage: Very high

Rate of Fire:
Very high

Maximum Ammo: 150

Strengths: Turns targets into walking matchsticks.

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

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

When using it yourself, get your target engulfed in a ball of flame. Angle the nozzle down (so you're aiming at his or her knees) and the fire blossoms around your target. After the targets ignite, the halls echo with their cries of agony. The Flamethrower does not work on X-Creatures with full armor or Nazi 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 hooligans. It is the weapon of choice against the undead.



CAUTION

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



OPERATION: RETURN TO CASTLE WOLFENSTEIN

Tesla

- Ammo Type:** Cells
- Damage:** High
- Rate of Fire:** Very high
- Maximum Ammo:** 500



- Strengths:** Can be used on multiple targets.
- Weaknesses:** Does not affect X-Creatures.

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

The Tesla does not work on the 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. Otherwise, ignore it unless you're in a crowded area.



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 any objects to reach targets—or against unsuspecting enemies.



Items

Survival on the road to glory requires more than weapons. You don't get much help from the local citizens, but you find items useful to your mission. Whether it's a health refill or a switch to open a door, each item helps you complete the job you set out to do.

First Aid Kits

First Aid Kits administer medical treatment to those nasty cuts and scrapes the enemy bullets leave. They come in three sizes: small, medium, and large. The number of health points they restore depends on the difficulty level you've chosen. 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 of your screen to see how much health 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 make the difference between life and death. There are two portions on each steaming plate. Eat until your health meter maxes out. These are on dining tables. Don't search 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 the munchies. Like Hot Meals, Cold Meals have two portions and are found 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. Stock up to save your life in a heated battle.



Armored Helmet

The Armored Helmet provides 25 points of protection. Stay 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 on the gray shield to your health meter's right. It maxes out at 100 and drops as you take hits. Protection doesn't prevent you from taking damage, but it diminishes the effects.

Holy Cross

This special relic has the power to destroy the undead. Use this item's awesome power when you have a group of enemies gathered around you.



X-Shield

The X-Shield sports the same experimental X-technology used to create the monsters you must destroy. When charged, it provides a temporary, impenetrable shield against enemy attacks.



EMP Device

Enemies that operate with electrical power, or X-Energy, succumb to the electromagnetic pulse from this device, temporarily powering down. The effect is not permanent and does no damage to the enemy.



Clipboard

Clipboards give you updates on what is going on in the Nazi world. Some clipboards give pertinent information and some are simply humorous. Read them as you find them. The story unfolds in pieces if you keep up on the Nazi correspondence.



Notebooks/Project Books

Notebooks and Project Books provide detailed information, written by specific characters. Notebooks contain vital information on what the Nazis are working on and what it means. The Allied forces need this information to combat Himmler's paranormal forces.



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 Binoculars and can see long distances. If you see a guard sweeping the area with Binoculars, take cover before he spots you.

Environment

Alarm Box

This little box emits a horribly annoying sound. Nazis use it to alert their numerous comrades, all intent on dismembering you. Press the big red button to turn the alarm on or off. Hint: Turn alarms off, never on. To disable an Alarm Box, shoot or kick it until it bursts in 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. Go to the switch or button and press your Activate button to operate the device. If it does not open, find an alternate route.



Oil Drums

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



1938 Latour

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



The Nazi Army

This is World War II. You are fighting for the Allies against the forces of the Third Reich. You are a spy—a covert agent sent behind enemy lines to wreak havoc. The enemy often doesn't know you're there. The soldiers you meet don't expect 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 boring guard duty. Use this to your advantage. If you see a cluster of soldiers, wait in hiding to see if it breaks up. Single enemies are easier to deal with than crowds. With that in mind, read these intelligence files for further information.



CAUTION

Many of the technicians you meet pull guns on you, even though they don't look militaristic. There are innocents, however—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 international "don't" symbol—a red circle with a line through it.

Egyptian Mercenary

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.



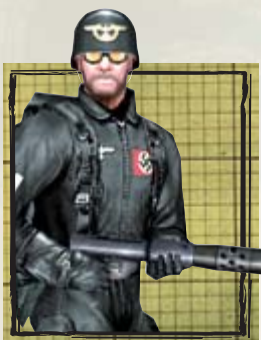
Infantry

Also known as bullet-stoppers, Nazi infantry are the most common enemy. They wear a variety of uniforms and most use the MP40. Initially, they go down fast. As the game progresses, however, you confront a higher caliber of soldier, and they become tougher to kill. Once alerted, the infantry soldier becomes active in defense. If an alarm sounds, or if you blunder around in your big boots, it is impossible to sneak up on them. The Sten is effective against them in small groups or alone. If a large number of soldiers rushes you, a gun that doesn't overheat is a better choice.



Black Guard

These tough flyboys show up in your third mission. Armed with the powerful FG42 Paratrooper Rifle, these sky-diving troops take longer to kill and dish out more damage than the rank and file. At medium range or closer they are accurate with the FG42's scope. Combine that with the rifle's semiautomatic fire, and you're laid out in seconds. After their first appearance, Black Guards are in every level. The good news is that there's plenty of ammo for your Paratrooper Rifle after you cop one off a dead *Fallschirmjäger*.



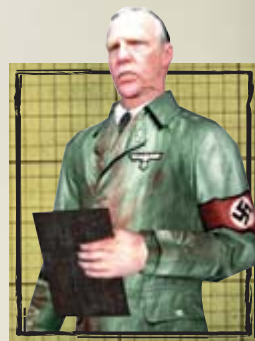
Officer

Officers yell out orders and sport snappy hats, which distinguish them from infantry. They're equipped with Lugers, but most officers don't offer resistance other than yelling for help and sounding the alarm. Some, however, are very spry, running around and peppering you with Luger shots. Kill as many as you can to disrupt the Nazi chain of command.



Scientist

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 armed with Lugers (which they are not skilled with) and sometimes beg for their lives. Treat them accordingly.



Flamethrower Soldier

When a *Feuer Soldat*, or Flamethrower soldier, sees you, duck for cover. The air around you becomes a pillar of fire, and your armor and health drop (armor first, then health). 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 own 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 'thrower.



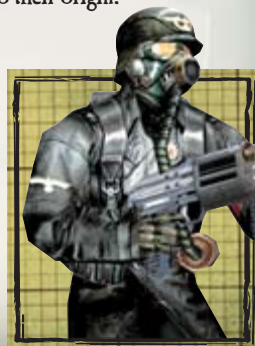
Sniper

Snipers are infantry armed with a Mauser and Sniper Scope. They are at long distance or in high places. Snipers are accurate with their shots. If you lose 20 points of health while in an open field, chances are a sniper has shot you. To deal with snipers, dish out a dose of their own medicine. Get some cover and let some 7.92mm slugs pierce their skulls. The problem is finding a sniper in hiding. Scan for muzzle flashes or tracer lines and follow them to their origin.



Venom Gunner

Some infantry or Paratroopers come equipped with a weapon that can chew a small house into splinters. Don't go head-to-head with these fellows. Instead, soften them up with a couple of shots from your Mauser. The Venom may be terrifying up close, but it's inaccurate at a distance. Keep your distance and send the guy love taps with your rifle.



Elite Guard

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 witch's coven. Don't let their good looks fool you; Elite Guards are ruthless, efficient killers. Armed with Stens, they charge and roll to avoid your fire. Plus, they rarely are taken by surprise. Dangerous alone, the Elite Guards are deadly in groups. Headshots are advised. Retreat if you're swamped and deal with them singly.



The Undead

Through their meddling in the occult, the Nazis have unleashed a host of preternatural creatures. Immediately it becomes clear that they're not in control of what they've wrought: The beasts are attacking Nazis left and right. That doesn't mean that the enemy of your enemy is your friend. The 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 Nazis 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. You won't have a Flamethrower in your first supernatural encounter, but after you get a torch, there's no reason to use anything else.

Occult Priest

The occult priest is a mysterious link in Himmler's chain of occult operatives assigned the task of reviving the dead. Heinrich's sinister powers have corrupted these once-human practitioners of the mystic arts. The robed undead can dish out a lot of pain, and fast. On the flip side, they move slowly and attack only at close range.



Shoot these guys from a distance to bring them to a halt. A few shots from the Mauser is all you need to avoid getting in range of their blue lightning attack.



TIP

When shooting the priests with the Mauser, aim for their faces. A shot knocks off their masks, revealing shocking blue eyes.

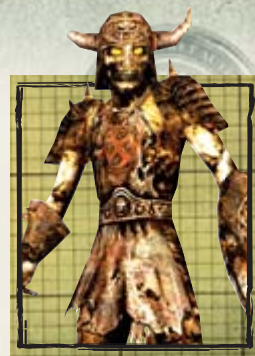
Zombie

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 at you. When a zombie crouches, circle-strafe to get a clear shot at it. Go for the headshot if you can, but



you can also shoot his legs and feet to force him up for more punishment.

Zombies are susceptible to the Flamethrower. After you get one, don't use 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 or 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, take it down. If you don't, it has you for dinner.

X-Creatures

Not content with mucking about in the supernatural realm, the Nazis have also been busy in the fields of cybernetics, bioengineering, and bizarre medicine. Under the direction of Wilhelm "Deathshead" Strasse, the X-Labs have twisted metal and flesh into living weapons. These clanking and whirring monstrosities once were men. The metal and electricity within them make them tough to destroy. You burn through ammo trying to crack their armor. It takes cunning and guts to tackle these creatures.

X-Shepherd

Thirsting to employ the newly created X-technology, Deathshead's science team crafted these nasty creatures from dog corpses and spare Proto-Soldier parts. These little demon dogs fire a turret-style gun from their backs, and also deliver a deadly bite.



Though they do not appear to be rabid, treat every dog as if it were. Kill them on sight with a clip from the Paratrooper Rifle, or throw a Grenade at them.

Loper

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



Proto-Soldier

The Third Reich's twisted experimental mechanics have resulted in these crude cyborgs. The Proto-Soldiers are tough. They are heavily armored and equipped with a Venom or a Panzerfaust. To turn them into spare parts, circle-strafe and take cover. You must hack them to death in bits and pieces. Hit-and-run tactics are recommended, because these guys can take three to five direct Panzerfaust hits or as many as three hundred rounds from the Venom Gun! When pieces of their armor fall off, 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.

Strafing 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 in the single-player game 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 run away as quickly as possible. 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



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-strafting.

Reveal and Retreat

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 alert 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 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.



TIP

Carefully aim for headshots. Keep your crosshairs at head-height as you fire, to have a good chance of nailing your foe.

Remember to Save

Saving a game is crucial to beating a mission, and valuable when you're killed while 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 entered a checkpoint, 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!

When you get stuck, it may be because you didn't 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

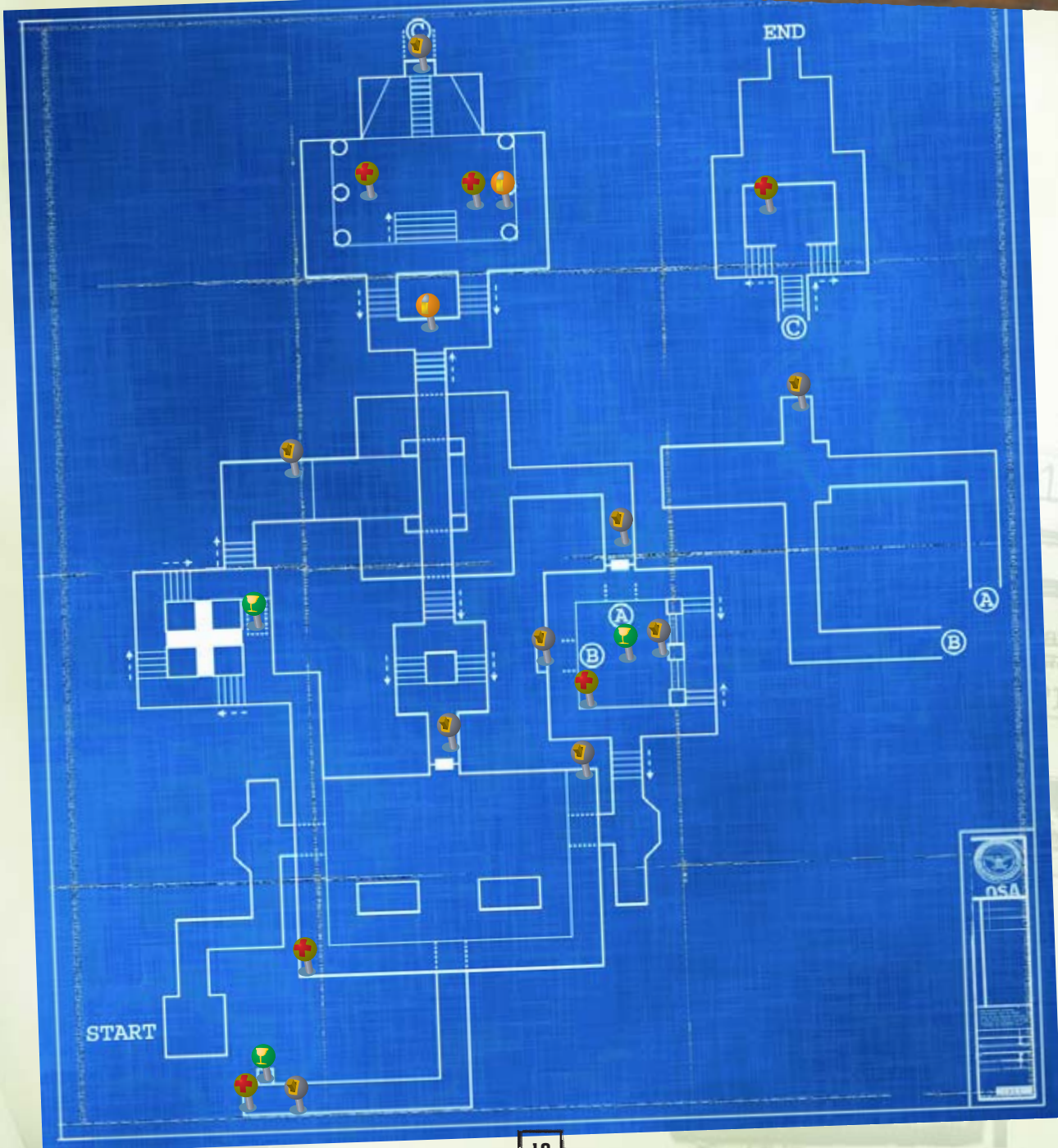
These maps of areas you'll be infiltrating are based on OSA and resistance intelligence reports. The circled letters mark where parts of the map connect. If you see an "A" at the top of a flight of stairs, there's another "A" showing the area to which those stairs lead.

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

 Ammo	 Switches
 Health	 Secret Areas
 Armor	 Treasure Items



MAP BRIEFING

MISSION 1: PROLOGUE

Part 1: Ras El-Nadid

OBJECTIVES

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



Secret Areas: 3



Treasure Items: 2

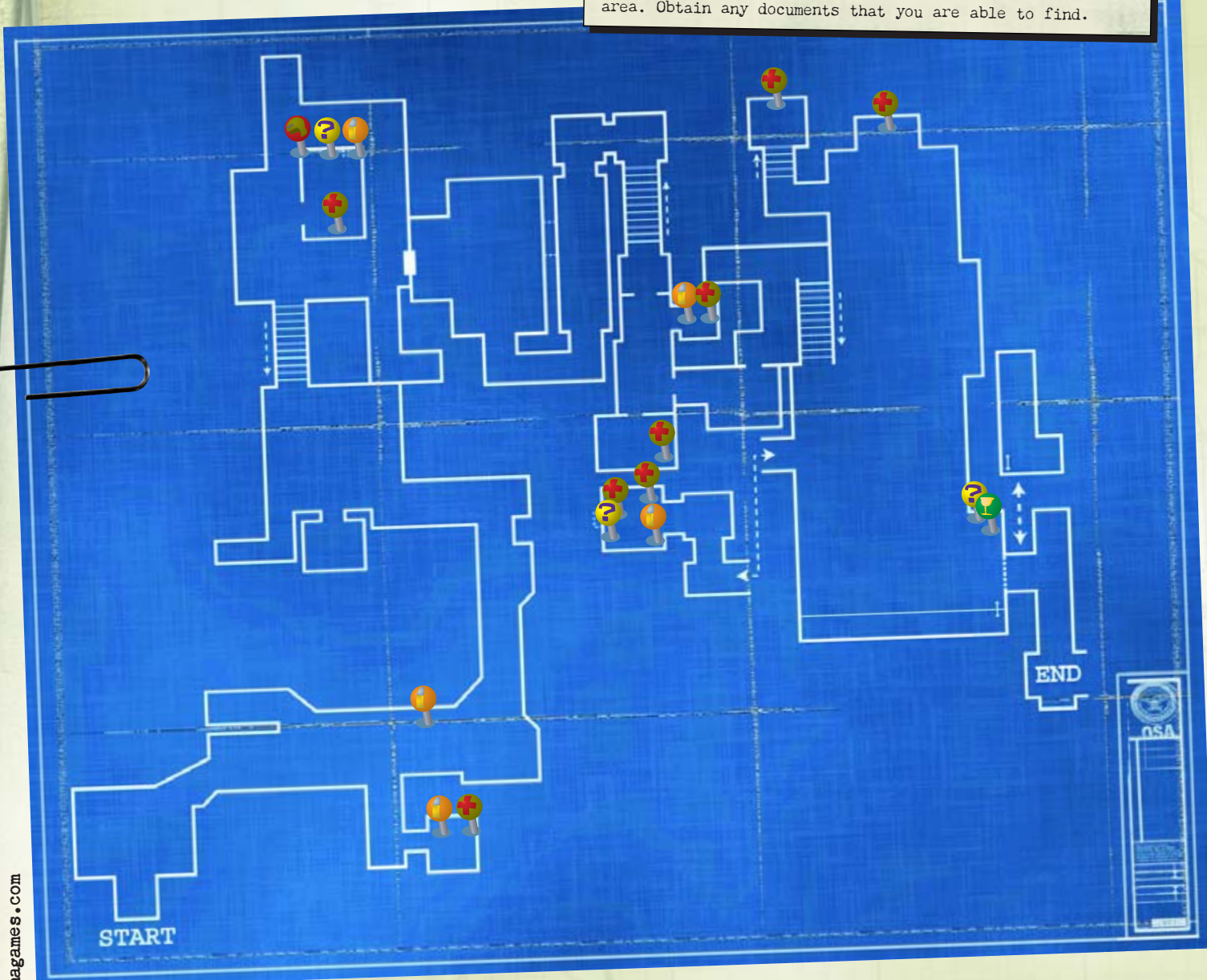


OSA

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 1: Make Your Way Through the Village

Welcome, Captain Blazkowicz. You have been reassigned to help the OSA, a U.S./British intelligence alliance, with a top-secret mission. You are going to northern Egypt with one of Britain's top agents, Agent One, to investigate the presence of Heinrich Himmler's SS Paranormal Division.

When you arrive in Egypt, Agent One suggests you split up, one going to the village command post and the other to the archeological site on the village outskirts. The mission may be compromised if the Nazis are alerted to your presence, so leave no survivors.

The OSA has entrusted you with a large task, Blazkowicz. Go quickly to the right and sneak up behind the guard walking up an alley. Use your Combat Knife to silence the guard, avoiding any noise that would attract distant guards. When a Backstab Hint Icon appears, slice away.

The soldier falls, dropping his Armored Helmet for you to wear. If you alert him before killing him, he doesn't drop the Armored Helmet.



TIP

Walk slowly or walk while crouched to sneak up silently on enemies. When you're behind them, equipped with the knife, look for the Backstab Hint Icon to appear, then attack.



The archway along the right wall is your next point of interest. Go through the archway along the right wall, and follow the hall into a small room, where another guard waits with his back turned toward you. Sneak up and insert your knife into the back of his head.

Collect the health and 9mm rounds from the table and any items the soldier drops, then return to the alley.



Another guard patrols the alley. Before you run up to blast him, hop atop the crates across from the archway for more 9mm ammo. You can't have too much ammo when dealing with Nazis. After you have the ammo, the guard up the alley should be just around the corner ahead, making his way toward you. Arm yourself and take him out. Use the crates as cover if needed.



CAUTION

The guard patrolling the alley retreats behind the corner if you miss with your pistol. Be careful about chasing him around the corner. If you chase him too far, he leads you to more guards.

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 may already have begun to shoot at you from



behind the stand with the canopy. A guard on a small ledge to the right looks over the stand. If you are quick and accurate, you can shoot the first guard while he is behind the stand. Otherwise, watch for him to duck to the stand's right as you enter the area.



Approach the stand warily. The guard waits for you to come into his sights. Look to the stand's right, and open fire when you see him. The gunfire draws the guard from the ledge.

Take cover in the alley to reload. When the coast is clear, read the message posted on the wall near the stand to learn of a village-wide curfew. Walk up the stairs.

At the top of the stairs is a door under a canopy. Give the guard a speeding silver treat and step over his body to collect ammo from atop the crates. Take the health pack, too, if you need it.





CAUTION

A Nazi guard may come from the next room if he hears shooting. Watch for him to appear in the doorway as you collect the goodies. If he doesn't appear, be ready to fire as you approach the next door.

TOP SECRET

Lattice lines 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. The Nazis should know better than to hide their valuables behind lattice.



Conserve ammo at this stage. A kick or two breaks the lattice, saving your ammunition.

Enter the door near the ledge where the Nazi guard stood overlooking the stand. If he was not alerted earlier, a guard may be beyond the door. Shoot him as the door swings open and waltz ahead. A guard shoots at you from the other side of the hole in the wall. He is hard to see because he is partly hidden by the vases, but he only fires for a moment before heading into the right hall. Aim at the hall's end and wait for him to pop out.



Objective: Destroy All the Radio Equipment



The hall should now be clear. Follow it to your first checkpoint. Save your game here before going into the next room with the stairs. As you walk near the steps, a Nazi at the top hurls a barrel at

you. Step aside and let the barrel go by. Chase down that Nazi and see that he never tosses another barrel.



TIP

Enter checkpoints so you can start there, rather than at the beginning of the level, when you continue a game.

Another guard lurks in the room to the right at the hall's end. Watch for him to join in the gunfight with the barrel-throwing Nazi. When you have plugged them both, raid the room at left, which holds 9mm ammo and a First Aid Kit. Another health pack and a bottle of 1938 Latour are in the far room once occupied by a Nazi guard. You can also find Binoculars on a table outside of the room. Read the note on the bed about the operations going on in Egypt.



Follow the remaining doorway outside to a large balcony. A Nazi makes his way, gun at the ready, up the stairs at the far end. Stand in the alcove near the steps and take aim. When he appears in your sights, fire until he falls. Collect the gun he drops. Now descend the stairs.



The courtyard is a hub for several Nazi soldiers. Stay alert and keep your finger on the trigger. At the bottom of the steps, turn right and blast the Nazi. When he falls, sneak into the supply room he was protecting. As you near the room, a soldier emerges. Aim at the unsuspecting soldier's head and fire. One well-placed shot drops him, giving you access to the First Aid Kit and ammo there.

TOP SECRET

Some of the secrets in *Return to Castle Wolfenstein: Tides of War™* are obtained by breaking a board. Break the board on the wall of the supply room with your knife, or kick it. When it breaks, a bottle of 1938 Latour is your prize.



This board is all that stands between you and someone's stash of Germany's finest cureall, 1938 Latour.

The radio equipment is yet to be seen. Head to the courtyard and run for the hall under the stairs. A guard here protects the room inside. Blast the Nazi and make for the room. Grab the First Aid Kit on the ground by the gate if you were wounded in the courtyard.



NOTE

Nazis in the courtyard area may leave their posts to join in any activities they hear. Keep a watchful eye and a finger on the trigger.



Sneak up behind him and insert your cold blade into his back. Break up the radio equipment, and your objective is complete! Now get out of here. Read the note on the table and run back into the courtyard.



TIP

If you backstab the radio operator, he drops a First Aid Kit. He won't drop it if he's killed by any other method.

TOP SECRET



Before you find the exit, uncover one more secret. At the courtyard's opposite end is a ladder leading to a balcony above. Climb the ladder and break the crate. Treasure is your reward.



Breaking crates is fun and profitable!

Now that you have secured the hidden goods, enter the passageway under the balcony. A sneaky soldier waits for you. He's behind the crate to the right as you enter the passageway.



Be quick and kill the Nazi before he can deal out much damage of his own. Continue down the hall to the gate, ending the level. Save your game!



Co-Op Notes

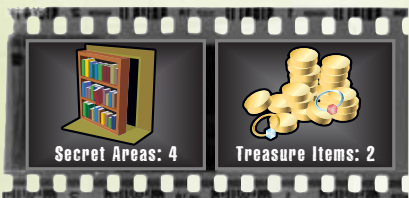
The objectives in the first mission are straight-forward, so stick together and watch each other's backs. Keep one player back to eliminate guards, while the other clears a room of its goodies. Take turns to ensure that both players stay supplied with ammo.

In the courtyard, leave one player back to handle crowd control while the other accesses the Secret Areas and destroys the radio equipment. As with any Co-Op mission, keep an eye on each other and lend a hand when it's needed. Good Luck, agents!

Part 2: Inner City

OBJECTIVES

1. Contact Agent One by radio.
2. Gain access to second courtyard.



USA

Mission Orders

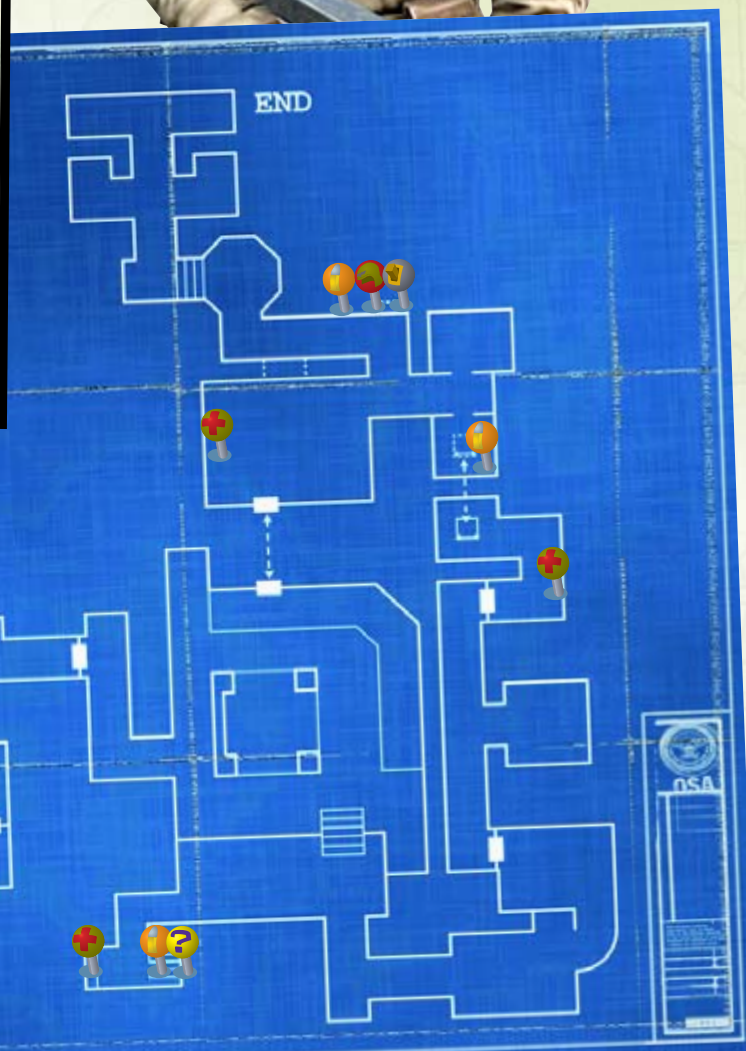
NO NEW INFORMATION AT THIS TIME

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

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



TOP SECRET

Walk in the direction from which the soldier was coming. At the step's base, turn left to a grating under a balcony. Break the grating to uncover a Secret Area.

Crawl into the newly opened space. Collect the bag of Grenades and the medium First Aid Kit. Then hop out and run to the base of the nearby steps.



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

The blast alerts the remaining guards within the building, so quickly take cover behind the bar. Soldiers begin to file in through the doorway in front of the bar and from the hall from which you just came. Shoot them as they appear.



When the shooting stops, break up the place and go through the kitchen doorway. Eat the Hot Meal here before it cools and try on the Armored Helmet on the counter.



Sneak up the stairs and into a room containing radio equipment. You could contact Agent One from there, but first you must remove the gentleman using the

equipment. Creep up behind him and tap 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. Fling open the door at the hall's end. Flank the guard to the left and kill him with your blade.

Objective: Gain Access to Second Courtyard

Read the note on the table, then hop over the railing nearest it. The door 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 where a man stands behind a bar. Shoot the man before he pulls his gun.



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 and trigger a checkpoint; save for safety's sake.

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



A soldier with an MP40 stands on the platform. Fire your new piece of machinery at him. More guards come from this area. Fire at them from this location, using the pillar for cover and to reload. Three soldiers fall from that area.



NOTE



A note 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 entrance to the courtyard.

This courtyard area has a sniper. He is in an open window high along the wall left of the platform at which you were just firing. Put a few rounds into his window until he stops shooting back. Grab the guns from the dead soldiers near the platform area.



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



TOP SECRET

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



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

TOP SECRET

Now that all is quiet, return to the bookcase you passed earlier. On the right side is a book waiting to be pushed flush with the rest of the books. When it slides back, the bookcase opens, revealing a Flak Jacket.



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



Run to where the last duo of soldiers approached you. A red explosive barrel marks the next hallway you must head down. Follow it outside and up a flight of curving steps. Enter the door at the top to find the sniper you killed earlier. Take his Mauser.

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 until you reach a hole in the floor.



The man he was talking to on the other side of the wall comes after you. Shoot him down.

Drop to the floor below and sneak into the carpeted hall. Hug the right wall as you creep down the hall. Turn into the hall on your right and kill the soldier around the next corner.



Shooting the first man blew open a blocked door near the second man. Walk to where the first man stood to see what happened to the door. A couple of Egyptian Mercenaries with MP40s are at the scene of the crime. Strike them down, ducking behind the wall to reload.

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



Co-Op Notes

For obvious reasons, you don't need to contact Agent One, so don't worry about using the radio. Run through this level as a team, taking out the guards as you pass. In buildings such as the one with the kitchen, each player can take a different route, killing the guards before they can group up.

Remember: Once one player enters the exit, the mission is over. Grab all the level's secrets before either player walks through the gate at the end.

Part 3: Headquarters

OBJECTIVES

1. Contact Agent One by radio.
2. Infiltrate the Nazi Headquarters.
3. Obtain Nazi documents.

Secret Areas: 3

Treasure Items: 4

V-Tech Manual





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 hall to the right. 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.



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 to the right, stopping to read the note posted on the wall at the hall's end. Head right to a door on the left. Two soldiers in this room may walk out to get some fresh air. No matter where you see them, treat them the same. Kill them both.



Enter the building and walk to the open doorway ahead. Stop for an Armored Helmet at the first door you come to on the right. 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 and head left down the hall to another door. Open the door and kill the soldier standing guard at the gates ahead. Walk down the alley at right to a door on the left.



Open the door and creep in. 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 radio button to contact One, completing your first objective.



Objective: Infiltrate the Nazi Headquarters

Return the way you came in. Ahead, a soldier stands on the other side of a gate 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 the Nazi Headquarters, look at the roof above the palm tree to the right. Agent One has taken up a post, 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 inside the courtyard. Agent One continues to fire on the soldiers until all bite the bullet. Observe the direction of his gunfire to locate the remaining guards, and give him a hand. If you keep your distance from the guards as they fire at Agent One, they don't return your fire as you mow them down.

Use the boxes and trucks for cover inside the courtyard. Agent One continues to fire on the soldiers until all bite the bullet. Observe the direction of his gunfire to locate the remaining guards, and give him a hand. If you keep your distance from the guards as they fire at Agent One, they don't return your fire 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. Drop him before he notices you. A couple more Nazis join you in the hall for a quick lesson in marksmanship.



Enter the door at left. The guard there is alert. Remove the hat from his head with your MP40 and collect the various items from the room, including a Grenade bag and the V-Tech Manual—the Nazi 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 from the desk. Before jumping down from the balcony, you must do one more thing in this room.



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



TIP
On your way to the exit, grab a First Aid Kit by the sandbags on the ledge near the truck.

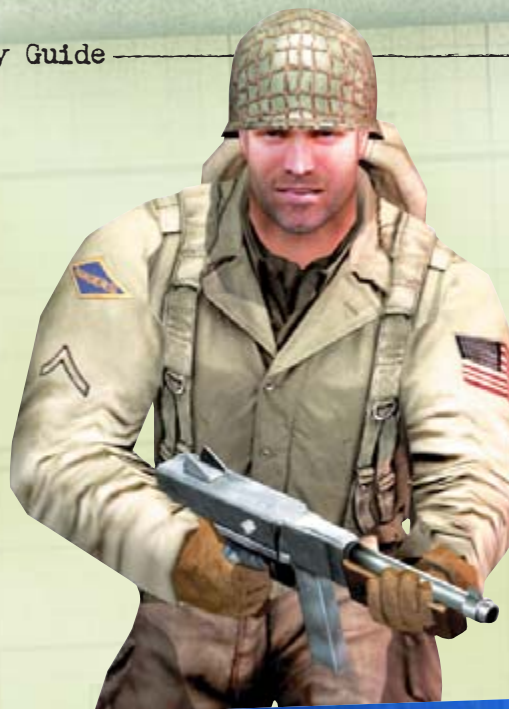
Co-Op Notes
You don't need to contact Agent One because one player takes his identity. Run through this mission with your gun blazing. Not much stands in your way or makes it too difficult to split up to simultaneously clear separate areas. You won't find Agent One firing down onto the soldiers in the Nazi Headquarters courtyard, however. Both players should enter the area together, splitting the enemy fire.

TOP SECRET

Activate the picture on the wall to reveal a hidden 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.

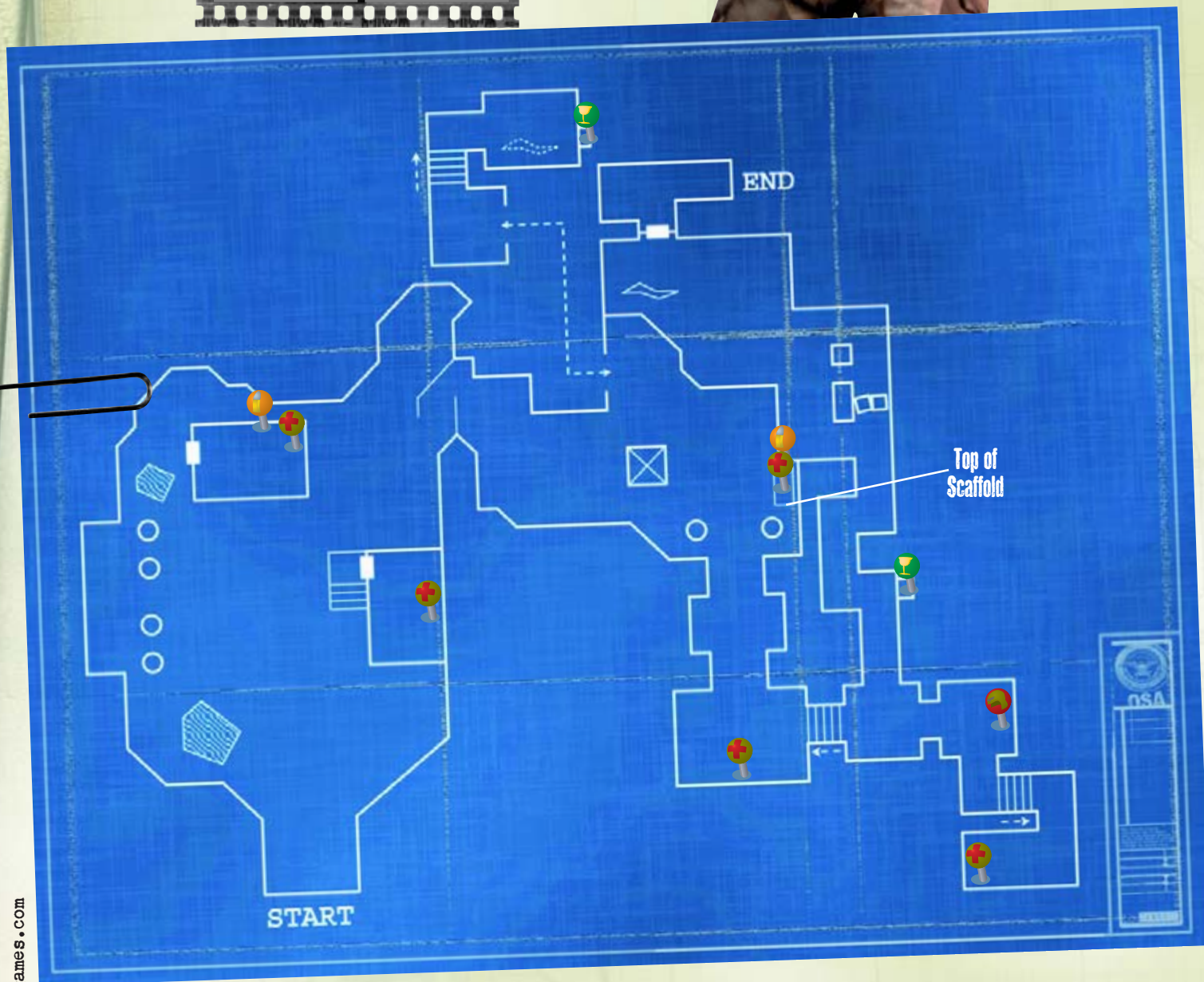
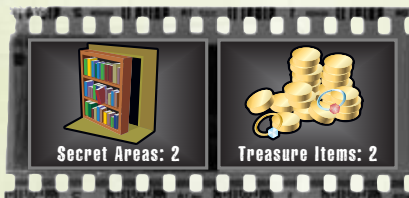




Part 4: Ruins

OBJECTIVE

1. Go through the ruins to the Tombs entrance.





Mission Orders

Until recently, little was known about these ruins. It is believed that an ancient cult used this area to perform strange rituals on both the living and the dead. It is imperative that we prevent the Nazis from uncovering whatever it is they are looking for.

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

Objective: Go Through the Ruins to the Tombs Entrance



The building at right is your first stop. Sneak up on the building with your gun pointed at the window. When a 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 from this room.



The noise has alerted a soldier in the building ahead. Look out the window to see him running toward you from the right, near the truck. Shoot him 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. Open it and open fire on the unsuspecting soldier. Take a look at the note he was reading, then raid the place of health and ammo. Exit and run for the hill of rubble the trucks are facing.



Climb the rubble and come face-to-face with a couple of soldiers. Plow them down with gunfire and sit tight. More soldiers are on their way. Use the crate holding the lantern for cover and to reload. Continue killing until the coast is clear.



TOP SECRET



Walk to the obelisk's left to a door. Walk down the hall to a room containing a soldier standing close to a gas barrel. Fire a few rounds into the barrel to ignite a soldier-blasting explosion. The explosion also opens part of the wall. Examine the new space to find a Chalice to add to your collection of treasure.



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



Exit the room and return to the clearing with 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.



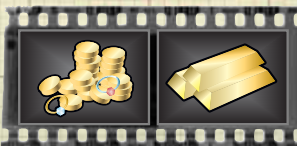
Grab the large First Aid Kit from the table. Walk up the steps and run across the hall leading left into another room. Kill the soldier there, along with another soldier whom you may have alerted when you crossed his path as you ran into the room. Grab the Flak Jacket from the table when the place is quiet.

The hall next to the table leads to a flight of stairs. Take the stairs down, where you see a soldier digging in the dirt. Put him out of his misery and collect the health from the room.



Return 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 your way. Drop them and continue down the unexplored hall.

TOP SECRET



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



The cracks are hard to see, but you can break this wall to reveal a Gold Bar.



Run along the hall, up a small set of steps and outside to a welcome breath of fresh air. Turn to the right to see a nearby soldier. Kill him as you did the others, then duck into the small room on the right. Grab the health here if you need it and reload your weapon to handle a few soldiers who have come to avenge their comrade's death.



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



NOTE

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

Co-Op Notes

This level is short but has many soldiers, some of whom carry Thompsons. Stick together to smash through these minor inconveniences. Only one person needs to grab the secrets; the other can run ahead, clearing the paths of soldiers. Meet up for the two major battles—the area with the obelisk and the final area before the exit.



Part 5: Ritual Chamber

OBJECTIVES

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



Secret Areas: 3



Treasure Items: 3



OSA

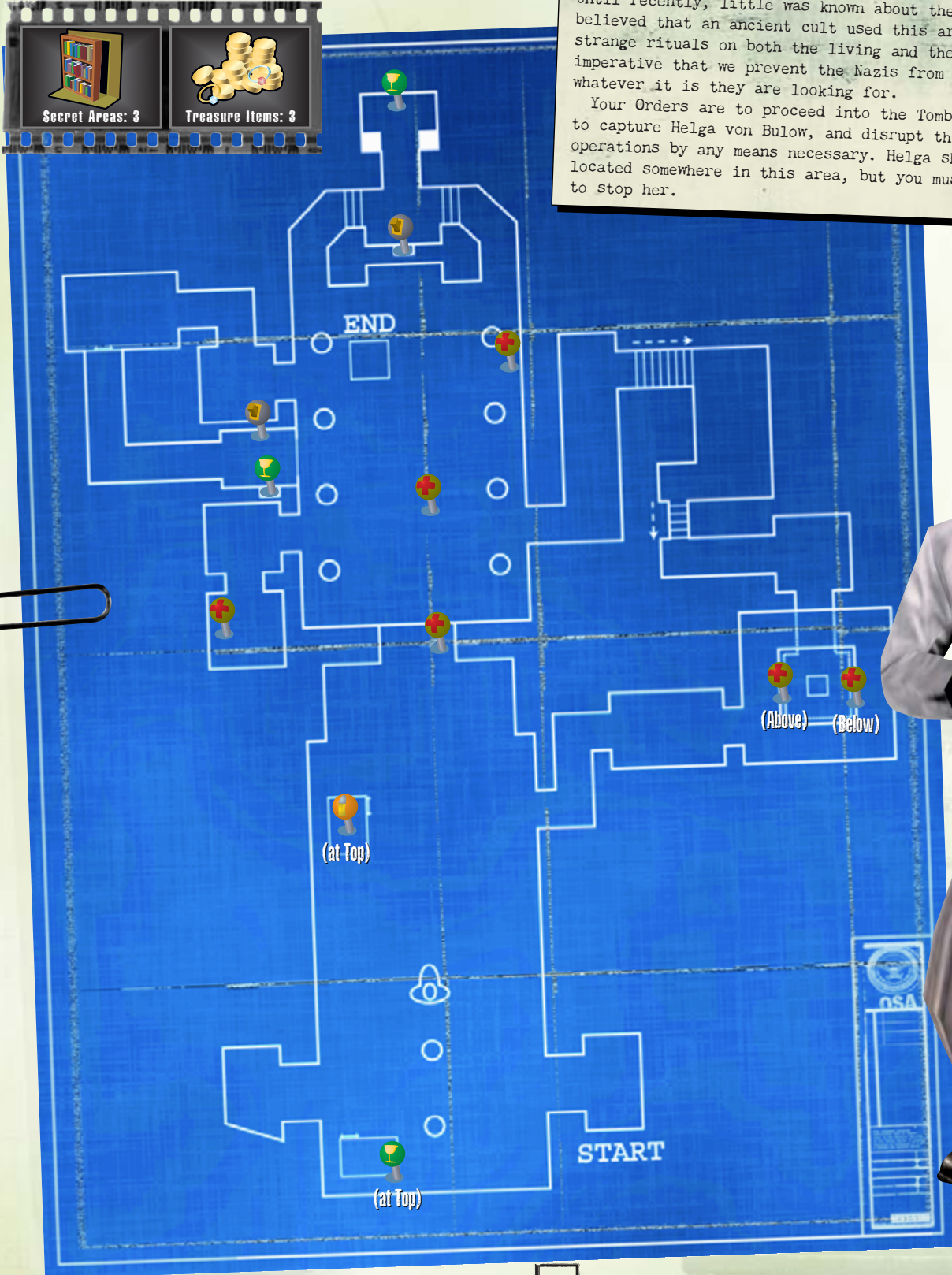
Mission Orders

NO NEW INFORMATION AT THIS TIME.

Until recently, little was known about these ruins. It is believed that an ancient cult used this area to perform strange rituals on both the living and the dead. It is imperative that we prevent the Nazis from uncovering whatever it is they are looking for.

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

MISSION 1: PROLOGUE



Objective: Find an Entrance to the Tombs



You must find a way into the Tombs. Follow the hall to the left, then run to the right of the statue in the courtyard's center. Shoot the guard in the tunnel entrance at right before he shoots.

Move to the statue's left and shoot the guard who runs over to help his dead friend. Continue to move around the statue to find one more heavily armed thug. Put him down with a few bullets, then 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 for some 9mm ammo. A First Aid Kit, if you need it, is behind a stack of crates in the back of the courtyard, as is a dead end. Head for the tunnel entrance where you shot your first Nazi.



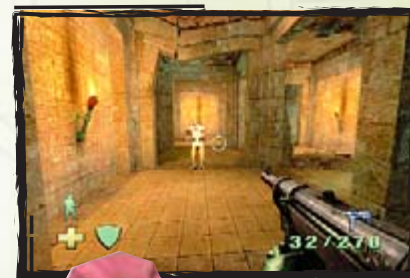
Follow the tunnel to another courtyard, where gunfire greets you. When the bullets stop, run through the next area and halt at the archway. Creep around the corner and blast the Nazi to the left.



Continue to the left, keeping the square building in the center 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.

When the area's clear, enter the building, grab the health, and drop through a hole to enter the tombs.

Objective: Gain Access to the Lower Tombs



Grab the First Aid Kit on the nearby crate. Follow the tunnel as it winds left and right to a room at the end. Run to the closest pillar and peer around to the right to shoot the Nazi. Peer around to the left and shoot the guard who runs into the room to see what's going on.



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

Grab the First Aid Kit at the tunnel's dead end and return to its entrance. Stay safely in the entrance, and pop in and out to shoot Nazis who get in your line of sight. Poke your head out and shoot the guard near the room's far left corner.



TIP

Use the Mauser on enemies on the room's far side and the MP40 on those who sneak up close. Be ready to switch weapons in a hurry.



Come out of the room and blast the Nazi to the left. Keep a lookout 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 to catch a sniper in a window to the tunnel entrance's right. Aim high to shoot the sniper before he shoots.

Enter the tunnel the last guard came from and run until you get to a room containing a ladder. A guard above shoots at you. Inch your way into the room with your sights aimed at the ladder's top.



Before you climb the ladder, run to the big room and find an active elevator to the left. The elevator is present after you kill the last guard. This is your exit into the lower Tombs, but a little matter of Secret Areas needs to be attended to first.



TOP SECRET



Run into the room containing the ladder. Climb to the top level and follow the hall to a big room. Activate a switch on the left wall to open a secret compartment across from it. Add a Gold Bar to your collection.

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

TOP SECRET



Follow the U-shaped hall leading from the large room to find another Secret Area. Break the wall

There's the last treasure item. It is easy to get it now.

between two flames and activate a switch. The wall behind you opens, revealing a Chalice. Don't stray off the path leading to it or you fall to your death in a pit of spikes.



Collect some supplies before going down to the Tombs. Climb a stack of boxes in the large room's center for a large First Aid Kit. Inspect a table nearby to find an MP40

and an Armored Helmet. Behind the table is another First Aid Kit if you need it. When you're done, jump in the elevator to enter the lower Tombs.

Co-Op Notes

To get into the lower Tombs, you must gain access with brute force. When you enter the large courtyard, one player runs across as previously described. The other player stays at the entrance. When the shootout begins, the Nazi soldiers are in crossfire. Don't jump into the elevator until someone gets the treasures from the Secret Areas.

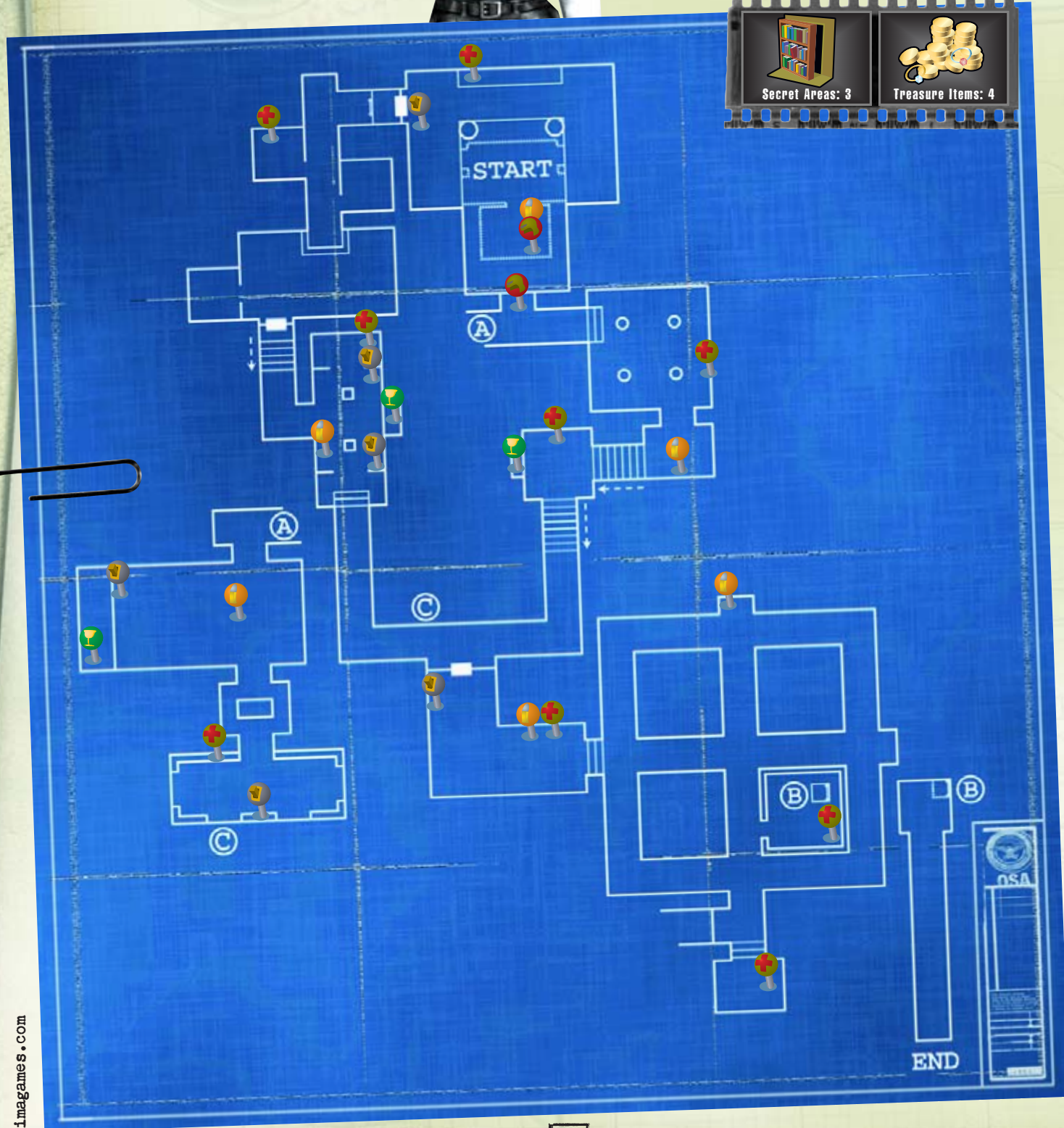
Part 6: Tombs



OBJECTIVES

1. Pursue Helga through the Tombs.
2. Find an exit from the Tombs.

 Secret Areas: 3	 Treasure Items: 4
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OSA

Mission Orders

We have no information as to the layout of the Tombs. We do however know that at the deepest part of the Tombs you will find a passage leading out to an airfield that the Nazis have been using to bring in more personnel. In addition to the Nazi forces, you should keep a watchful eye for dangers and traps within these Tombs.

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

Good luck, Agent Blazkowicz.

Objective: Pursue Helga Through the Tombs

The elevator ride isn't very smooth, but it gets you where you want to go. Move to the pillar nearby 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 nearby, where you find a First Aid Kit.



open the nearby door. Go down the ladder and enter a hall to hear the sounds of battle at the other end.



shoot their bones to keep them down. Grab the First Aid Kit on the crate if you need it.

Fall to the ground and shoot the guard standing under the ledge. Get some ammo and an Armored Helmet he was guarding. Activate the switch near the area's first casualty to

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 charging in. Kick or

When you leave the room, head right. Mow down any zombies or guards still alive after the fighting you heard earlier. You don't get far down the hall 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 at right. Walk across the blood-smearred floor and activate the wall switch to open the next door.



This short flight of stairs might look harmless, but it's a deadly trap. Spikes come out of the walls to fill you with little holes when you step onto the plate that triggers them. Step cautiously onto the plate at the bottom and watch the spikes protrude through the walls along the stairs. When they retract, make a run for it.



earth. Collect the ammo from the table nearby and a First Aid Kit in the back room.

The next hall leads to another room where you can hear the sounds of battle. That lone guard is no match for two upset zombies. Finish what he could not and send them back into the

TOP SECRET



The obelisk room holds a golden treasure item for you. Two walls near the obelisks contain darker, slightly raised bricks. Hit these bricks to open a Secret Area in the wall between them. Jump inside to grab the Chalice.



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

Run up the stairs and follow the hall to the left. You get about halfway down the hall before you hear a crashing sound. Shoot the zombie that broke free from the wall ahead of you. After it's disposed of, turn around and dust the zombie trying to sneak up behind you. Then continue on your way.



Climb the stairs and grab the First Aid Kit along the way. You come across yet another battle between Nazis and zombies. Don't they ever learn? Shoot the guard trying to escape and anything that might be behind him.



Grab some ammo from a nearby crate and look into the next room. Another battle rages inside. It's hard to know whom you should root for. No matter who wins, go in and mop up any survivors.



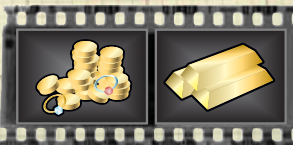
Grab the First Aid Kit and move into the next hall to find a zombie having a little snack. Kill it, then return to the room you just left to find another zombie that escaped its sarcophagus. Give it a beatdown before continuing down that hall.



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



TOP SECRET



After a short flight of stairs, you get to a small landing before another set of stairs ascends to the right. Before you go up, smash the wall at left to reveal a Secret Area and a precious Gold Bar.



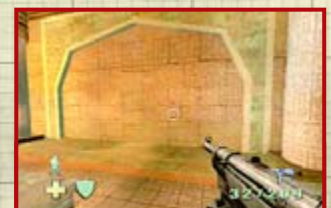
This wall looks funny. Better smash it for looking funny.



TOP SECRET



On the right wall of the room with three sarcophagi is a protruding wall switch. Activate it to open a secret door. Enter the secret room and grab two Gold Bars.



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



Before you can leave, 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 again to activate the spikes and destroy the zombie.

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



Objective: Find 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.



When you enter the next room, the door closes behind you, 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 crypts to start the killing process.

When you enter the next room, the door closes behind you, locking you inside. Four decaying zombies meander about the area while a fifth heads for a side room to kill an



CAUTION

Avoid the center of the room initially to avoid stray gunfire as a Nazi in the adjacent room tries to shoot the zombie that's after him.

When the four zombies have been laid to rest, 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 should be dead.



That leaves only the undead. A few bullets take care of that.

After the fifth zombie is out of the picture, you hear a loud 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 up the stairs for a First Aid Kit, then enter the room the two guards just fled to get another First Aid Kit. Climb down the ladder and move down the dark tunnel.

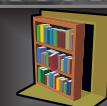
Co-Op Notes

The introduction of zombies is reason enough to stick together through the Tombs. To save on ammo, take turns shooting these undead creatures, while the other player kicks and stabs at them from behind. This method gets you through the Tombs and on your way in no time.

Part 7: Lower Tombs

OBJECTIVES

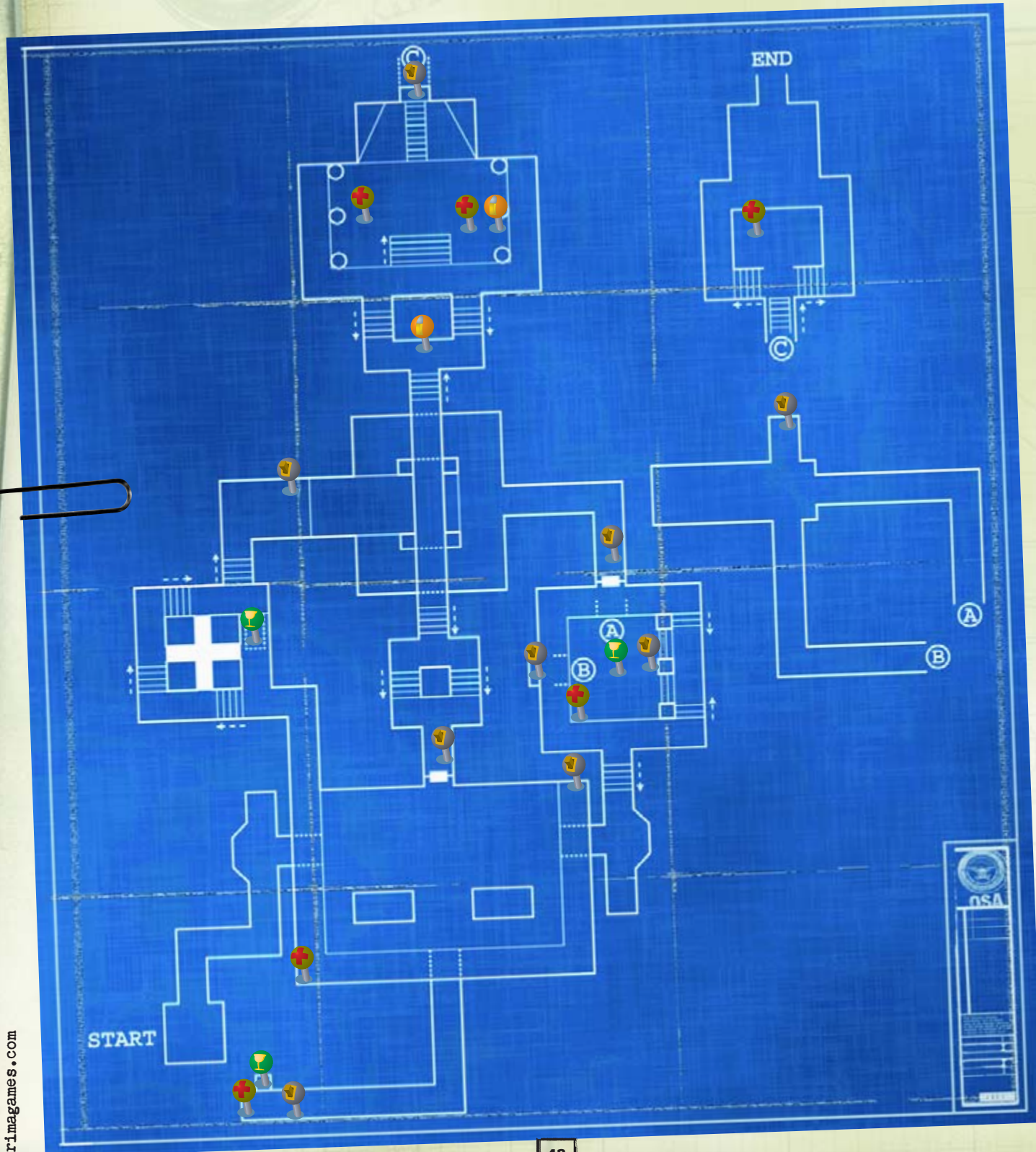
1. Pursue Helga von Bulow.
2. Eliminate all of Helga's Elite Guards.
3. Find Agent One.



Secret Areas: 3



Treasure Items: 3





OSA

Mission Orders

NO NEW INFORMATION AT THIS TIME.

We have no information as to the layout of the Tombs. We do however know that at the deepest part of the Tombs you will find a passage leading out to an airfield that the Nazis have been using to bring in more personnel. In addition to the Nazi forces, you should keep a watchful eye for dangers and traps within these Tombs.

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

Objective: Pursue Helga von Bulow



Run down the hall and look around the corner. A zombie is trying to sneak up on you. Stand and watch. He steps on a floor switch and kills himself.

Continue down the hall, avoiding the floor switch, and up a small flight of stairs. The room to the right has some action. Drop the zombie that smells your blood and wanders over.



Kill another near the metal bars to the left and grab some ammo on top of the stacked crates nearby.



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

TOP SECRET



When you get to the end of the hall, turn to the left to find an odd-looking wall

Secret wall switches lead to secret treasure nearby!

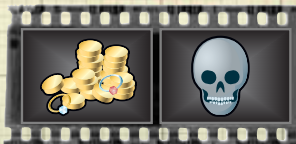
switch. Activate the switch to open a secret area across from it. Grab the treasure.



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



TOP SECRET



Follow the walkway to the left until you get to the wall's middle part. Hit the wall switch in the little alcove you find. The sarcophagus below opens, revealing a Silver Skull. Drop to the floor to grab the treasure.

Activate the wall switch above to reveal hidden treasure below.



Grab 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 contain a zombie waiting to eat your brains. Kill them both, then stop where the tunnels meet. Another short dark tunnel is nearby. Run to the end and activate the switch.



Go back to the room. Between the two columns is a wall with a switch to activate. Activate the switch to open the gate. Run up the stairs and follow the walkway to the left to an open gate.

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



TOP SECRET

After you climb the first set of steps, look at the wall filled with hieroglyphics. Smash the wall. Jump inside and grab your prize.



Climb the stairs as they wind around the room. Use your guns to mow down the two guards near the top. Walk carefully as you get to the next corner. When stepped on, a plate on the ground sends a massive block of spikes crashing into the floor. Wait for the spiked block to rise before running through. Move to the next room's entrance and kill the guard farther down the walkway.



Follow the upper walkway around the room. When you get halfway around, you hear a rumbling. A zombie breaks out of the wall in front of you. Kill it; another one popped out behind you. When both are dust, 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 to the left. Another guard appears. Shoot him in the back. When both guards are dead, drop to the ground and go into the newly opened hall with stairs.



Objective: Eliminate All of Helga's Elite Guards



Go up the stairs and move to the right to see a Nazi having it out with the undead. Wait to see who wins, then kill the winner with a bullet to the head.

Step over the corpses and follow the path up another set of stairs. Unfortunately, two guards await you at the path's far end. Retreat behind the safety of the wall and let them come to you. When they get in range, mow them down.



When the coast is clear, follow the path down a short set of stairs and collect the ammo you find. Follow the hall to the left until you see a large room ahead. Don't run in yet, because two Elite Guards are waiting to take you out.



Crouch and go to a stack of boxes ahead. When you enter the room, walls slide into place, sealing you in. Move forward until you fall to the bottom floor to the left of the

boxes. When the Elite Guards come around the corner in front of you, blast them.

That done, 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 you ran up open to reveal another passage. Slowly descend the stairs and shoot the Elite Guard when she shows her face from the room ahead.

Objective: Find Agent One



Collect the First Aid Kit from the room the Elite Guard was hiding in, then follow either of the side tunnels to a large hole in the wall. There's Agent One. You made it.

Co-Op Notes

There is no need to find Agent One. He's next to you. With him at your side, you will have no problem muscling through Helga's Elite Guards. Communicate often to advise each other of your position and your intentions when fighting the Elite Guards. This keeps you both alive and minimizes your ammunition usage, because you don't double up on enemies.





MISSION 2: OMINOUS RUMORS

Part 1: Escape!

OBJECTIVES

1. Escape the dungeon by any means necessary.
2. Locate the exit to the lower keep.

 Secret Areas: 7	 Treasure Items: 9
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OSA

Mission Orders

Orders are as follows: Infiltrate Castle Wolfenstein and investigate increase in activity from SS Paranormal Division. Gather any intelligence information you may find regarding said SS division and their activities in the area.

Kessler, your contact, is a member of a German resistance group called the Kreisau Circle. 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. Standing Order #71 remains in effect: If you are placed in a compromising position where you might divulge information regarding your mission or the OSA, take your own life by ingesting your cyanide tablet. As always, the OSA will disavow any knowledge of your identity and mission if you are compromised. Good luck!

Objectives: Escape the Dungeon by Any Means Necessary

Nice work dispatching that guard, Blazkowicz, but despite your remarkable cunning and skill, you managed to get caught, separated from your partner, and thrown in a dungeon. This may be your only opportunity to carry out your mission and to escape this castle alive.



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

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



Peek through the window to see a scientist washing his hands of guilt and blood—no doubt the blood of your fellow OSA agent. The timing is perfect for you to

quietly dispatch him from behind with your Combat Knife. It takes him only a few moments to wash his hands, so act 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 your comrade. Pull the switch on the wall near his body. Don't touch the current



or you fall victim to the torture device. Open the gate to the right of the sink when you're finished playing with electricity.

Objective: Locate the Exit to the Lower Keep

Ignore the empty cell across from the gate and head up the spiral stairs to a room ahead, filled with Nazi soldiers. You may have met one of these soldiers already if you made a ruckus disposing of the scientist.



Sneak up behind these soldiers with a Combat Knife and pierce their backs without making a noise or attracting the attention of a third soldier on guard in the room beyond. The alarm switch in this room is broken, so you can make noise. Still, it's good to practice your stealth killing skills.

When the room is cleared, collect the two First Aid Kits on the left wall if you need them. On this wall you also find an MP40 and some ammunition.

Head through the opening at the room's end and follow the hall to the base of the stairs. If you missed him earlier, kill the guard here and read the note on the wall opposite his desk. Thanks to you, there's no need to punish the soldiers who let you escape. You are a hero to all, Blazkowicz.

Run up the stairs and through the door to your first checkpoint. Take a breath of fresh air, then head back into the castle through the door at the end of the outdoor walkway.



When you open the door, a soldier waits for you at the hall's end. Quickly fire a round from your MP40 into his face and take the spiral stairs to the bottom. This may set off the alarm, but you'll have a chance to turn it off.

TOP SECRET

At the bottom of the stairs, there are wooden planks marked "Munition." Kick your way 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 doesn't offset the expended ammo.



Go back up the stairs until you reach the first door on your left. Proceed through, and dispose of the guard at the bottom of the steps to the right. Another soldier comes to his aid from the barracks door across the courtyard. When you've put a stop to his efforts, enter the room from which he ran. Nab the two MP40s from the gun rack on the left wall. On the right wall, two First Aid Kits and a bag of Grenades are sitting atop a chest. Before heading back to the spiral staircase, rob the barracks of its hidden treasure.



TOP SECRET



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

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



Climb to the top of the spiral staircase and bust open the door there. A crouching Nazi is in front of you, hoping you didn't see him. Dispose of this sniper and head back down the spiral staircase to the door with the red flashing light above it. A couple of guards may be heading up the stairs if they heard the gunshots that killed the sniper.



Open the door with the red light and follow the hall beyond to a room with a couple of guards. Blast these guards and press the button on the wall to your left. This turns off the alarm, relieving you of that hideous echoing siren. Collect the Binoculars and MP40 from the table and check the shelves for First Aid Kits. Before leaving this room, check out the map next to the alarm switch.

CAUTION

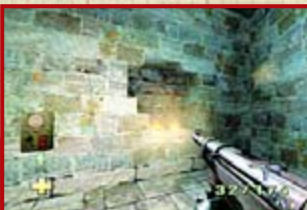


A sniper points his sights at the window. He won't always shoot at you, but use caution when collecting the Binoculars and MP40 from the table.

TOP SECRET



The map to the right of the alarm switch harbors a couple of hidden treasures. Break the map to collect two Gold Bars.



This map is all that stands between you and gold.



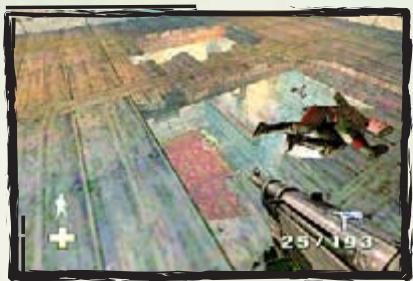
With treasures in hand, escape out the window. Drop, then run up a small flight of stairs. At the top is a sniper, frozen and quiet to your left. Warm him up with gunfire and take his Mauser Rifle as you continue around this walkway to a door on your left. This door marks another checkpoint.

The minute you open this door, a soldier runs at you from behind. Before entering the room, back away from the door and wait for him to run up the stairs where you killed the sniper. When he's face down on the floor, reopen the door and fire at the soldier posted under the flag.



The floorboards disappear in front of you, thanks to some trigger-happy Nazis on the floor below. Run toward the table on the room's left side and collect the First Aid Kit on the far wall. There is also a First Aid Kit and some ammo near the hole in the floor.

Before you jump into the hole in the floor, toss a Grenade or two down to help clear the area of soldiers. Hop into the hole and lay into any survivors with gunfire. When the dust settles, walk to the bricked archway opposite the door.



TOP SECRET

A few kicks at the sealed archway sends the bricks crumbling to the ground. This Secret Area hides a Hot Meal and a cabinet with a First Aid Kit and a pack of Grenades.



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



Head through the door opposite the archway into a large corridor. Kill all the soldiers that greet you on your way to the hall at 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. The presence of so many guards in this room suggests that they are protecting something.



CAUTION

Don't use the large suits of armor on display in the corridor as cover. They hurt you if they fall on you.



TOP SECRET



The candles left of the door are crooked. Straighten them out to reveal a secret passage opening left of the fireplace. Enter the Secret Area to find three Gold Bars.

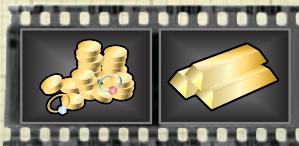


Press your Activate key on the candlestick to open the wall behind you.



Exit the room and cross the hall into another guard-filled room. Once they've fallen, help yourself to their Hot Meals sitting on the table. Then thrash the place as a reminder of your visit.

TOP SECRET



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



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

Exit through the door left of the fireplace. Follow the hall to the middle of three windows. Opposite this window are 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.



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

Continue down the hall to a door on your left. Behind it is some ammunition and food. Stock up, then open the door at the end of the hall and press on toward a final door. Reload and head into Level 2.



Co-Op Notes

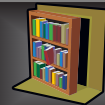
Stick together and watch over each other until you reach the spiral staircase. At that point, let one player clear out the sniper at the top and hit the Secret Area behind the door with the red light above it. The other player can get Secrets from the bottom of the stairs and the barracks. Meet at the room with the red-lighted door when you are done.

Hop down the hole in the floor together. It's easier to take on the guards from that point onward as a team. Battle your way to the exit—teamwork at its best.

Part 2: Castle Keep

OBJECTIVE

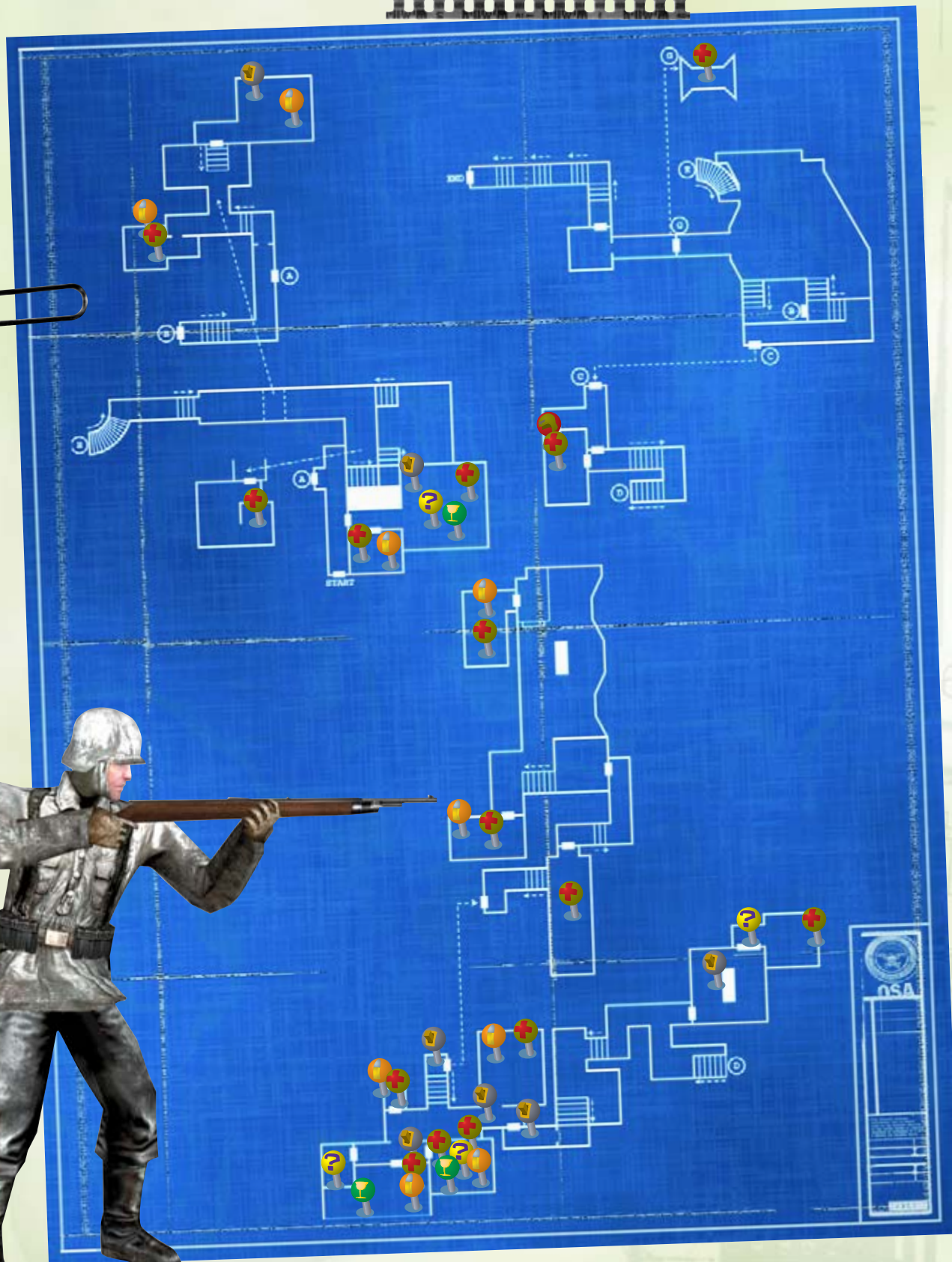
1. Locate tram entrance.



Secret Areas: 4



Treasure Items: 7



MISSION 2:
OMINOUS RUMORS



OSA

Mission Orders

NO NEW INFORMATION AT THIS TIME.

Orders are as follows: Infiltrate Castle Wolfenstein and investigate increase in activity from SS Paranormal Division. Gather any intelligence information you may find regarding said SS division and their activities in the area.

Kessler, your contact, is a member of a German resistance group called the Kreisau Circle. 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. Standing Order #71 remains in effect: If you are placed in a compromising position where you might divulge information regarding your mission or the OSA, take your own life by ingesting your cyanide tablet. As always, the OSA will disavow any knowledge of your identity and mission if you are compromised. Good luck!

Objective: Locate Tram Entrance



Find a tram so you can leave this creepy castle. Enter the first door you find at the level's start. Sneak up behind the Nazi and knife him in his head. You can kill him with other methods, but if you

make too much noise, others hear you and sound the alarm. It looks like he was about to sit down to supper. Grab a bite of his Hot Meal if you're low on health.



CAUTION

The guards around the castle are on high alert. Even an innocent noise—like that made by knocking over a statue—can make a soldier sound the alarm. Walk lightly and kill quickly.

TOP SECRET



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

In this room you find a painting of a Nazi soldier. Activate the painting and pull the lever behind it to open a compartment hidden behind the Nazi flag above the fireplace.

Climb the bricks that slide out of the wall. Slice down that flag and the treasure is yours.



Note the munitions storage on your left as you go into the main hall. You'll visit this again. Head down the stairs and get ready for battle.

As you descend the stairs, a soldier is facing a window. Two soldiers occupy the room to your left at the bottom of the steps, which also has a First Aid Kit if you run low on health. Another soldier runs at you from beneath a bridge where two more soldiers are perched. As the soldiers appear, greet each with a bullet to the head and prepare for the next. When your killing spree is over and you're healed, run under the bridge and up the spiral stairs at the end of the path.



At the top of the steps is an opening to a courtyard. As you open the door, watch for a soldier who pops out from behind the crates in the courtyard's middle. After you've force-fed him some lead, take his position behind the crates and aim at the sniper overlooking the courtyard from a ledge left of the door you came through. Drop the sniper and jog down the stairs to the door with the red flashing light.





TIP

Taking out the sniper allows you to roam the courtyard freely.

This hall leads to the bridge you ran under earlier. Follow it, passing the door on your right, and open fire on the guard shooting from across the bridge. When he is dead, disengage the alarm controls near his body.



Hop up the stairs next to the alarm switch and eliminate the soldier here. This room contains ammunition and a clipboard with information on excavation findings. A

lever next to the Nazi flag opens the munitions storage you passed near the beginning of the level.

Pull the lever, cross the bridge, and stop at the small room to the right for a Cold Meal and an MP40. Exit the small room and follow the hall back toward the courtyard. Open the door you pass on your left.



Look familiar? Cross the hall to the door on your right. Raid the munitions storage for any supplies you need, then return to the hall leading to the courtyard.



TIP

If you don't use all the First Aid Kits the first time, you can return to the munitions storage for more.

When you return to the courtyard, climb the steps and head right to climb a few more sets of steps. You meet a soldier as you walk toward the door at the end of the walkway. Gun him down and take his gun as a souvenir, then enter the door.



The door at right leads into a small room, bypassing the locked door at the hall's end. Enter the door and break open the cabinet to collect the Armored Helmet and First Aid

Kit. Goodies in hand, exit the room through the unused door and walk down the concrete staircase.



At the bottom of the steps is a room marked "Weinkeller," where a couple of soldiers are getting drunk. Drunks with guns are loose cannons, so kill them to avoid an early demise.

TOP SECRET

As you enter the wine cellar, turn left and walk between the large wine barrels. Examine the bricks; one can be activated. Push in the brick to move the wine rack on the far corner of the room. Walk into the newly opened Secret Area and break the glass protecting the Germans' most precious vintage, 1938 Latour. If you're in a pinch, this fully replenishes your health.



Look carefully at the bricks between the wine barrels. One of them slides back to open a Secret Area.



Leave the cellar and continue around the corner to a large dining room. Soldiers have gathered here, so give your MP40 a workout. When the last soldier falls, run down the stairs and follow the hall

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.

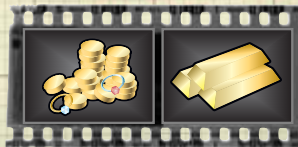
When you are spotted, a soldier yells, "Protect the gold!" So much for that secret. Return fire, hitting the oil drum that one Nazi conveniently hides behind. When all the soldiers are dead, search for their "secret" treasure and any other useful items they were protecting.



The room on the right as you walk in 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. There you find a Cold Meal, another MP40, a First Aid Kit, and a clipboard.



TOP SECRET



Time to kill Nazis.

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



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—nothing here but an explosive oil drum placed close to a wall of loose bricks. Could there be another Secret Area in this room?

TOP SECRET



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

Keep a safe distance when dealing with explosives. Stand in the corner of the room opposite the oil drum and pump a couple of rounds into it. Blammo! The drum explodes, taking the wall with it.

Inside is an array of items ripe for your grubby hands. On the shelves you find some clips and an Armored Helmet, but the table holds the true treasures—two Gold Bars and a Golden Helmet.



Pull the lever to open the door of the Secret Area and 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.

Make another left up a set of stairs leading to a switch on the wall. Pull the switch to open the adjacent gate and go through it.



Follow this hall up the stairs and into the upper part of the dining room. A soldier rushes from the door at left to show you his shiny bullets. Shoot him dead for wasting your time.

There is a Hot Meal on the dining table if your stomach is growling. Use the door the soldier came through and follow the hall to a door leading outside.

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



A couple of soldiers await you at left. Kill them, then take the stairs back up toward the wine cellar and into the large stairwell. Another soldier waits at the top of the steps.

After you kill him, open the door at right and venture through the next door at the hall's end.



TIP

To avoid return fire from the soldier at the top of the large stairwell, shoot up at him from the bottom of the steps. A headshot takes him down quickly, allowing you free passage.

Nazis have reclaimed the courtyard, but only momentarily. A soldier is at the crates and a sniper is on the castle wall. Another soldier hides to the right of the bottom of the stairs. Clear the area of these pests 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 past the double doors on the right leads to the sniper post. Collect the dead snipers' weapons and a First Aid Kit. After you drop down, cross the bridge and go through the door on the right, following the stairs down to the exit.



TIP

The large automatic machine gun is tricky to aim. Hold down the trigger and watch the Nazis fall. Shoot through the bricks that the snipers above try futilely to hide behind. They can't hide from death.



Take the stairs down to the door at left. Inside, find a pick-me-up if you're injured, and a couple of MP40s. Another room with similar items is across the way near the dead

snipers. When you're fully supplied, head back through the hall and into the dining room.

Co-Op Notes

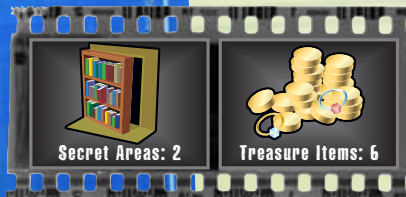
You have to work together for most of this mission. A lot of Nazis are scattered throughout the castle walls, but if you have a partner they don't pose much threat.

For this mission, stick together. Split up only to let one person grab a Treasure Item or refuel while the other plugs ahead. When all the Secret Areas are found and the treasure collected, provide cover for one person to make a beeline for the exit, completing the mission.

Part 3: Tram Ride

OBJECTIVES

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



Secret Areas: 2
Treasure Items: 6





OSA

Mission Orders

NO NEW INFORMATION AT THIS TIME.

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You're close now,

Blazkowicz. Enter the door on the right to collect the Cold Meal and the MP40 from the small room, then return to the hall. Follow the hall down the stairs and open the double doors into the tram staging area.



Objective: Restore Power to the Tram

A mechanic is making repairs to the tram's pulley mechanism. Kill the man. Others come to his aid, but all suffer their comrade's fate. After splattering the cold stone walls with Nazi blood, enter the door to the left of the mechanism.



TOP SECRET



Jump onto the ledge. This may take a couple of attempts, but is worth the effort.

Before you get power to the tram, gather more of the Nazi's hidden valuables.

Walk into the tram control booth near the tram's mechanisms and break out the far left window. Climb out of the window and jump onto the left ledge. This may take a few attempts. If you fall, climb the stairs and give it another go.

After you make the jump onto the ledge, turn and jump onto the cage above the window through which you came. Two Gold Bars are behind the grating there. After claiming more of the Nazi's valuables, hop down and get some power to the tram so you can get out of there.



To get power to the tram, follow the steps into the tram's control room. The room contains a couple of soldiers, but nothing you can't handle with your MP40. Use the alarm switch at the room's back to turn off the alarm that blares when one of the soldiers cries out for help. Find Grenades, ammo clips, and First Aid Kits near the switch if you need them.



**MISSION 2:
OMINOUS RUMORS**



NOTE

The door to the left of the tram's mechanism is locked until one of the soldiers inside 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 opens, it remains unlocked.

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 left of the lever before running upstairs to catch your tram.



Objective: Escape from Castle Wolfenstein



With its power back, the tram ascends to the staging area on its own. The tram is not empty, however—it delivers two soldiers for you to riddle with bullets.

As the tram nears, duck into the corner of the staging area next to the door. When the tram's occupants come into view, spray bullets at head level. Grab a Cold Meal from the room opposite the tram if you need a bite, then push the button on the control box next to the tram and ride down the hill.

As you descend, fire at the soldiers at the next tram station. One attempts to climb the ladder to the top of the station, and one fires from the perimeter. Look for another to come out of a tiny office at left when the tram stops. Raid a First Aid Kit from the office if you were hit on your ride.



When the shooting stops, climb the ladder at the tram's right to the station's top. Take the ladder into the station. Use a switch near the ladder's foot to open a trap door that allows access to the tram's controls.



Beware: A soldier awaits you in the control room. To avoid dropping into his trap, toss a couple grenades down the hatch and watch him squirm.



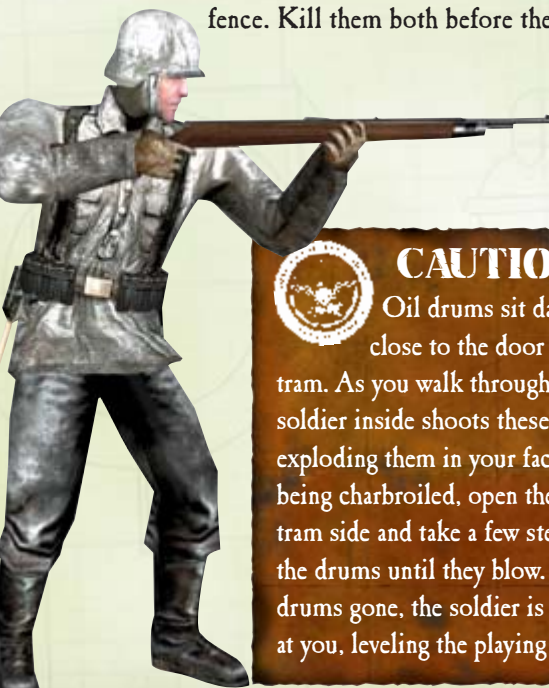
The switch in the control room sends the tram down the hill and away from Castle Wolfenstein. Climb the ladder to the tram and push the button on the control box as you enter

the tram. Ready your Mauser as you start the final tram ride to the lower staging area.

As you approach the lower staging area, aim at the two soldiers firing at you from the station's upstairs part. One fires from an office window, the other from the walkway around it. You can kill both soldiers before the tram reaches its platform. When the tram stops, another soldier fires at you from the door in front of the tram. Eliminate him.



Before heading through the door 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 ready to fire at you from the right; another is below inside the power generator's fence. Kill them both before they shoot 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 inside the fenced power generator area. Here you can grab some First Aid Kits and also find one of the tram's Secret Areas. Look for the switch in the corner, left of the First Aid Kits.



TOP SECRET



The lever inside the cage is the first step in unlocking this secret. Flip the lever and climb out of the cage. Take the ladder up to the office and grab the Armored Helmet on the desk.

Open the door leading outside and find a small ledge along the wall to the right. Walk along the ledge to a drainpipe on the tram's other side.

Climb the pipe to a ledge with an access panel. Activate the panel and grab the four hidden Gold Bars. Getting across to the office is easier if you are confident in your maneuvering abilities. Hop onto the tram's top from the drainpipe's top. Jump onto the tram platform and go through the door that leads to the power generator area.



You must be surefooted to cross the tiny ledge linking the balcony to the drainpipe. Be careful—it's a long drop.



Return to the top of the ladder near the upstairs office. From here, jump onto the fenced power generator's top and kick out the grating to enter the vent shaft.

Return to the top of the ladder near the upstairs office. From here, jump onto the fenced power



Objective: Meet Kessler in the Village of Wulfburg

Follow the vent down to a large hall, where you engage in a shootout with a group of Nazi soldiers to your right and a few more through the gate at left. When the last soldier falls, a cutscene shows you your contact, Kessler.



TIP

Pop in and out of the vent while eliminating the soldiers at right. When dealing with the soldiers on the gate's other side, use the overturned furniture as cover.



Before you enter the opened double doors to meet Kessler, take the hall on the opposite wall into a room to collect a pair of Binoculars and an MP40. Run through the double doors to meet Kessler. You are free of Castle Wolfenstein and ready to carry out the remainder of your mission. Way to go, Agent Blazkowicz! You are one of the OSA's finest.



Co-Op Notes

The tram forces players to stick together. No one wants to get left behind and be forced to walk the tram's cables like a tight rope. Ladders and the small tram stations can get tight with two players trying to carry out the mission. Let one person navigate the stations while the other picks off the opposition.

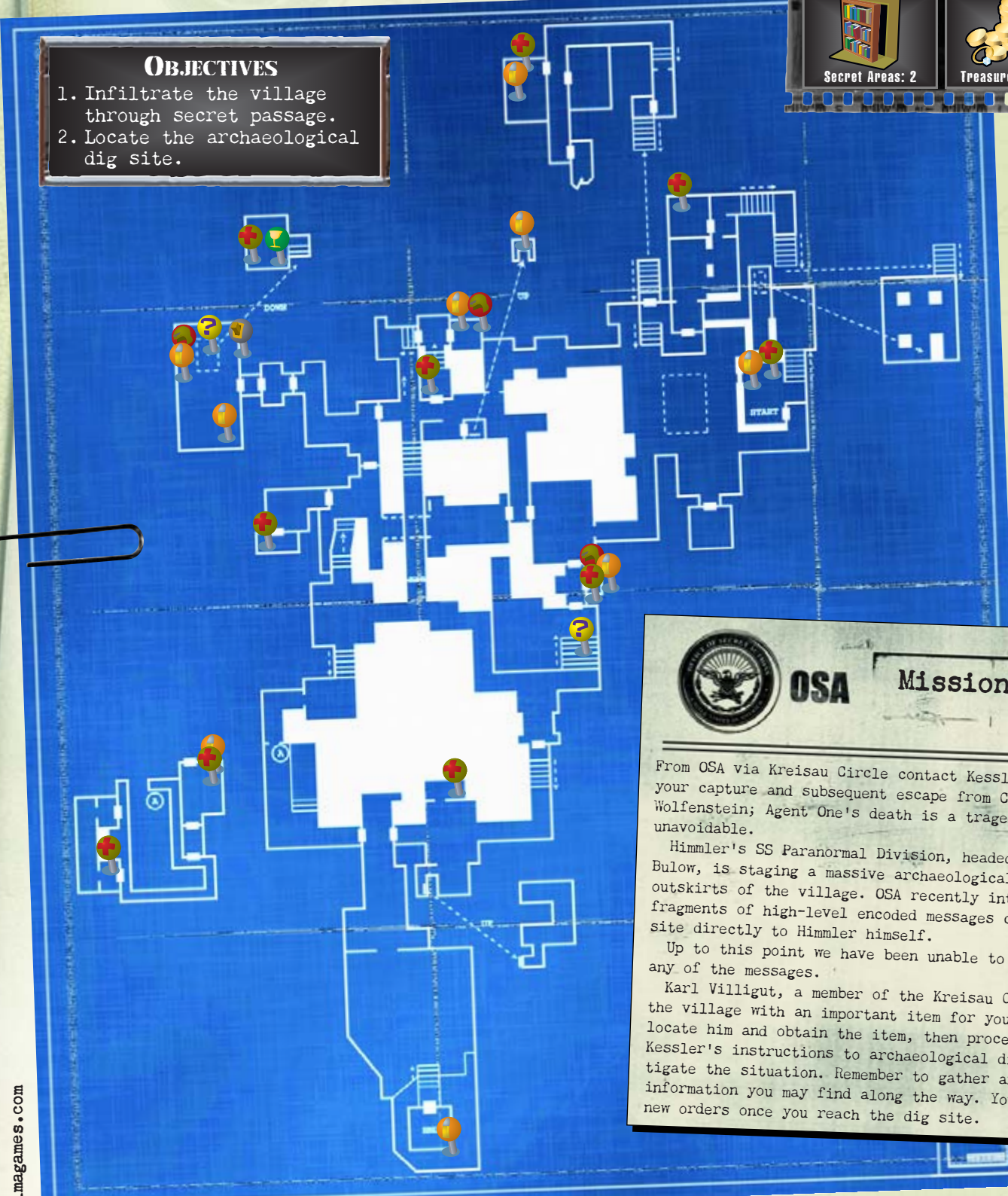
From the beginning, have one player raid the Secret Areas, while the other mows down Nazis. Trade off so both players can reap the benefits. Similarly, let one player supply power to the tram while the other goes on a killing spree. If either player gets in a bind, help is a holler away.


MISSION 3: DARK SECRET

Part 1: Village

	
Secret Areas: 2	Treasure Items: 3

- OBJECTIVES**
1. Infiltrate the village through secret passage.
 2. Locate the archaeological dig site.





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.

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 archaeological dig and investigate the situation. Remember to gather any intelligence information you may find along the way. You will receive new orders once you reach the dig site.

Objective: Infiltrate the Village



Kessler has a lot of goodies for you to take. Grab the Sniper Scope, Thompson, ammo, Binoculars, and Hot Meal off the table, then follow Kessler down the stairs. He reveals a

secret entrance to the café wine cellar. A drunken Nazi soldier mumbles below. Drop and dispatch him. His back is turned, so he won't notice your approach.



TIP

If you use your knife to backstab the drunken Nazi, the surprise kill causes him to drop a bottle of 1938 Latour.

Objective: Locate the Archaeological Dig Site

Creep up both flights of stairs, stopping before you reach the top of the second. Two Nazi officers are close by, discussing current events. Open fire on the two unsuspecting officers.



Prepare to face an onrush of troops if your killing spree catches their attention. They come from outside, through the far door. Mow them down as they appear. Watch for one guard who fires at you from the second floor. Dispatch him.



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



step into the café. Back up and shower them with bullets as they appear in the doorway.



any waiting soldiers. There may be two, one, or none, depending on whether you killed them at the café.

Proceed down the hall, collecting the goodies, including a Shotgun from the room at right. The first room at left contains nothing. When you enter the room at the end of the hall, kill the machine gun operator and man his station. Unload on and wipe out the soldiers at the end of the courtyard.



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

After you pass the Nazi flag, the corridor turns left. A guard in a nearby tower is 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 bring your sights to street level—the gunshot may alert others to your presence. If not, confront them.



Walk outside, turn right, and enter the first door you come to. Take the stairs and follow the cobblestone hall past the café. Take a left at the poster and paint the walls with the blood of

If killing the two officers did not alert the troops, you face them when you step outside. Step outside, wait till they notice you (they usually exclaim, "The American . . ."), then

One soldier is to the tower's left. Crouch and creep 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're not accurate with the Mauser, a machine gun does the trick less efficiently.



When the area is clear, Karl Villigut appears and instructs you to follow him inside. Climb the tower ladder and grab some Mauser ammo. Enter Karl's home and get a Hot Meal, a Silenced

Sten, a Shotgun, a Flak Jacket, and more ammo. The Sten is a deadly silenced machine gun. It comes in handy when stealth and accuracy are paramount. Fire it in short bursts to avoid overheating.

Exit through the back door of Karl's apartment, take a left, and make your way up a flight of stairs and onto a footbridge. Climb down the ladder on the left side of the bridge and head through a small tunnel.



After you go through the tunnel, wait for a roaming guard to appear at the water's edge ahead. Kill him silently with the Sten and go right, through the gated archway. Ignore the gate at right after the archway. It leads back to the corridor in front of Karl's house. Instead, follow the street to the left.



Around the next corner, you encounter two Nazis conversing about the archaeological dig. When you've heard enough, shut them up with a few Sten rounds in their skulls. Move into the building, killing the two officers within. Collect the items lying about, including the Armored Helmet and the silenced Luger.



TOP SECRET



A book in the bookcase triggers a secret passage when activated. The floor sinks into stairs, allowing passage into a basement wine cellar.

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

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



Leave the building and backtrack to the first gate you came through, near the water. Equip the Mauser and move into the courtyard. Once through the gate, creep sideways to your right, aiming your scope above the stairs and through to the building beyond. A sniper waits to play with you. Pierce his head with a slug from your Mauser. This shot is tricky, but worth the effort.



Duck into the door to your right and grab the Hot Meal. Do not kill the civilian, no matter how tempting.

Leave the lady and re-enter the courtyard, moving up the stairs. If you killed the sniper, the coast is clear. If not, be vigilant. The path forks at the top of the stairs; continue forward. A few turns later, you come to a courtyard with a black tree.



Slowly move forward, ignoring the barricaded pathway to the left. A soldier makes his rounds up ahead. Award his ineptness with a 9mm trophy to the midsection. His friend wants one, too, so pin a fast-moving silver ribbon to his chest.



Continue forward, passing a doorway on your right. Head down the stairs 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 guarding. Remember this room for future use if you did not nab all the goods.



After you enter the courtyard, turn around to see a drainpipe. Climb it and find your footing on a snowy ledge. Jump over the archway to the ledge in front of the opened

windows. Enter the first window and proceed through the room and into the hall.

Head left to the open door. Enter silently and dispatch the guard. Grab the items and jump through the window onto the ledge. Move forward; the ledge wraps around to reveal another open window.



Cross the first room and open the door to the adjoining one. That sniper hides here. Kill him if you didn't earlier, then jump out the window. Move ahead and back to the fork in the road. This time, take the path to the right.



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 left and jump onto the balcony. Your agility is rewarded with two First Aid Kits.



Slick moves, Blazkowicz!

Return up the stairs and into the doorway beneath the large arch. Skip down the wooden stairs and into another wine cellar.



When you enter the cellar's main room, you again hear the babbling of unoccupied soldiers. Before taking care of them, be aware of one brave Nazi who jumps 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, who emerge from the door ahead and to your right. You know what to do.

The second floor holds nothing of interest, so continue through the wine cellar and out the far door. Grab the Cold Meal from the small room before exiting. The gated walkway ahead leads to the courtyard with the black tree. Turn left and approach a cemetery.



Equip the Mauser and creep into the cemetery, crosshairs up. Take out the soldier in front of you as well as two who stand far off and slightly left of you. Pivot left and take care of the closer enemy.

Move through the cemetery and up the stairs toward the mausoleum. Head around the back of the crypt and grab the Dynamite. Destroy the stone blocking the entrance to the crypt, and you're done. Don't waste the Dynamite; just kick or stab the stone until it breaks.



Co-Op Notes

The village is crawling with Nazi opposition. To kill enemy soldiers while avoiding getting riddled with bullets, one player should use attention-getting tactics to draw fire, while the second player moves in for the kill. Distribute health evenly, stick together, and neither player should get hurt.

Split up the secrets to give both players a piece of the action. When you reach the cemetery, both players can whip out their Mausers and see who gets the highest body count. This mission is fun if players communicate and take on each scenario as a team. Good luck!



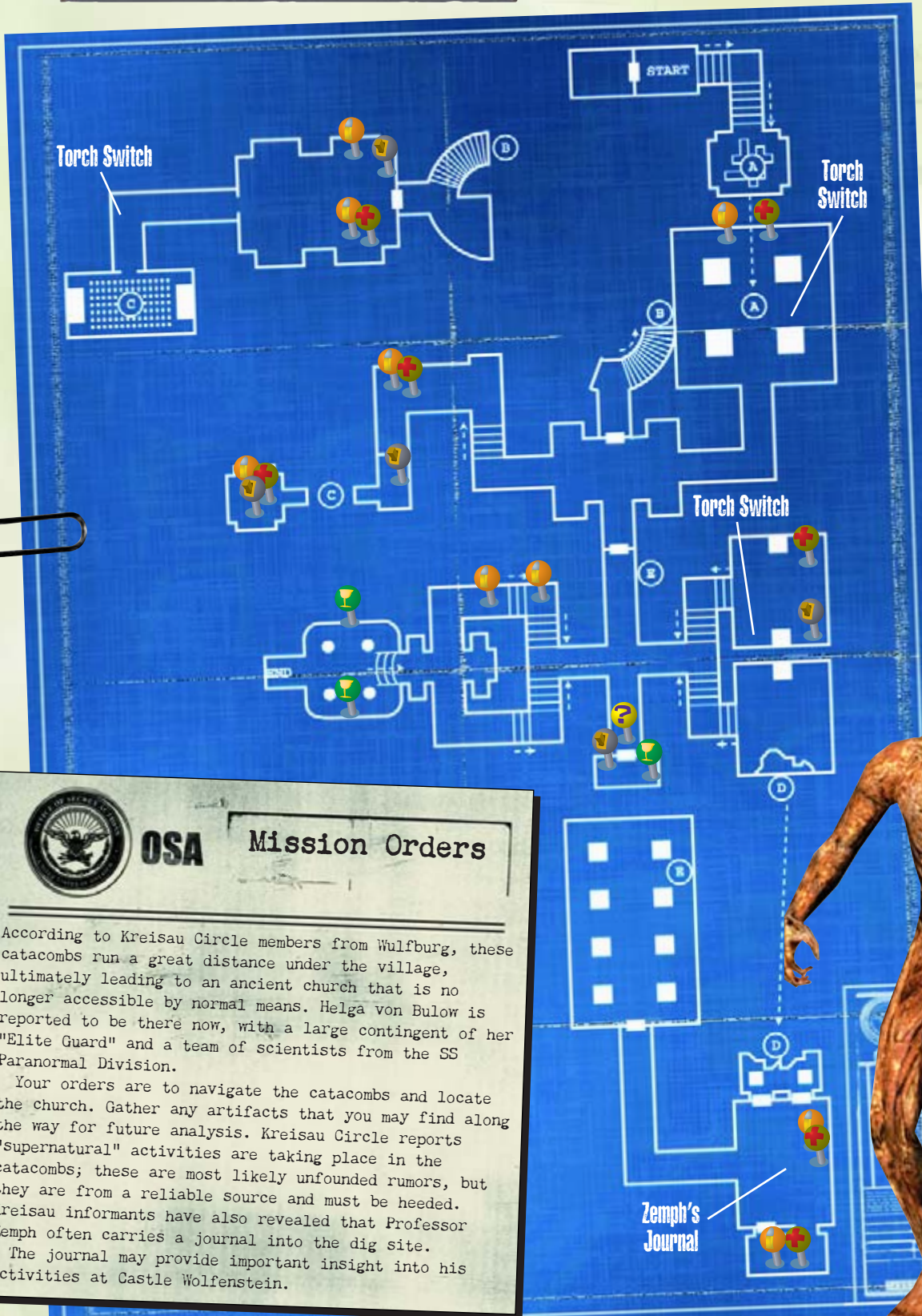
Part 2: Catacombs

OBJECTIVES

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

Secret Areas: 3

Treasure Items: 7



MISSION 3:
DARK SECRET



OSA

Mission Orders

According to Kreisau Circle members from Wulfburg, 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 from the SS Paranormal Division.

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

Matters are not going well for the Nazi rank and file. A trio of them discusses their comrades' horrible fate. A scream drives them to the exit, but their leaders broke the exit ladder, sealing them in.

Another Teutonic scream of agony floats to them in the still air of the catacomb. 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, you have to deal with some terrors unleashed by the Nazis.

At the start, walk down the only path open to you, a dogleg hall that leads to a hole in the floor.

The three soldiers from the cutscene are down there, and they have company—of a ghoulish, supernatural sort. Watch from above as they fight mummies and zombies. Let them fight until one side is finished. Drop down and mop up when you're ready.



uncovered the third Dark Knight tomb—then move through the open door.



Pick up the medium-sized First Aid Kit, ammo, and Grenades along the back wall. Read the note on the worktable—Professor Zemph tells Madame Blavatsky that they've

TOP SECRET

The torch on one column is out. Walk up to it and activate it. This doesn't do anything immediate, but activating this torch is the first of three steps to a secret revealed at the end of this level. Keep your eyes peeled for two more unlighted torches in the catacombs.



This is the only torch on the pillars that's extinguished. Did it go out by chance, or does it mark a secret? Activate the torch and cross your fingers.



Approach the next room with care—a pair of zombies waits to ambush you from either side of the hall. Lure them out, then send them to the grave.

Inside the room, note the locked gate and a suspicious wall. You'll be back this way, so take note of the junction. Continue down the only open path to a gruesome sight—two zombies feasting on a corpse. Get their attention with a gun.

Pop the zombies and collect the supplies near the dead soldier. His First Aid Kit and ammo won't help him.



You come to a pit flanked by broken masonry and 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 left some medicine and ammo with his earthly remains. Throw the switch and fight the two zombies

who try to suck you dry. When you're safe, jump across the pit. Don't jump into the pit; the spikes are still there.

The switch opened a secret wall panel with another switch behind it. Throw that switch, and the spikes recede. Drop down the masonry spits into the pit, where you meet more zombies.

See them off with a few shots, then go through the door.



Another dogleg hall takes you to another zombie. Give him a 9mm handshake and move on to the room ahead. Another dismembered Nazi left ammo and a First Aid

Kit. A pair of zombies wants you to join the soldier. 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.

The stairs take you to the room that had a locked gate. One of the switches you pulled must have opened it. Go through the now-raised gate onto a bridge. The bridge collapses, leaving you on the floor with zombies.



TOP SECRET

The hall leading from the spikes has another burnt-out torch along the left wall. Activate the torch to complete the second step necessary to reveal the secret at the level's end.



Another extinguished torch along the hall could use your touch. Two torches down, one to go.

TIP



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

Dodge around the pillars as you pick away at zombies with the Sten (our weapon of choice—so far—against these creatures). When you reduce the first group to bones, a zombie bursts through the wall and another through the door. Combat them with firepower before leaving through the broken door.



A right-angle hall leads to a room where a couple of Nazis tremble at every noise. Don't charge around the corner, because they're trigger-happy. Edge around until you get a

bead on one and snipe him, then take care of the other. Their table is laden with supplies. Ammo for your Sten, medical supplies for your wounds, and Professor Zempf's Journal, your first objective.





Zemph's Journal

Herr Doktor is not pleased with how things are going. He reveals that Helga von Bulow has not kept matters under control. Because of her mishandling, the dead rise and wander around the catacombs. The doctor's journal doesn't shed much light on the situation, but it looks as if Helga's blunderings might make things worse.



To the right of the table where you found the journal is an unsealed crypt. Duck inside to find a bag of Grenades and a First Aid Kit. Pop back out and head to the left of the table, where a crypt has

a cracked seal. A pair of zombies drops in. Deal with them harshly, then break through the crypt seal and climb in.

Objective: Pursue SS Paranormal Personnel Through the Catacombs



As you continue looking for the Nazi Paranormal folks, these undead creatures won't quit. A zombie meets you in this collapsed crypt, but he falls like the rest. Climb the rubble into an 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 a door leading to a bridge on your left, and head up the stairs that zombie was coming down. Another creepy zombie waits to jump you; react quickly with a trigger squeeze. A couple of First Aid Kits lie near a dead soldier.



TOP SECRET

After killing the zombie in this room, look along the right wall above a casket to find the third and final torch to be activated. Activate the torch and investigate the other secret hidden in this room. The secret revealed by activating the three torches is in the final room of this level.



The final torch is above a casket.

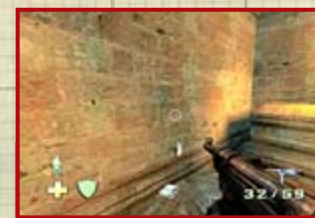
TOP SECRET



Near the First Aid Kits, a few shards of stone on the floor point toward the wall. Examine the wall for a protruding brick. Press it and you hear masonry shift. Turn and run down the stairs. Go out the door you passed, and you end up back on the bridge that collapsed earlier.

Take a quick left at the junction, and you see a room at the end. Step lively, because the door drops soon. Inside the room, a Golden Helmet waits for you. Stuff it into your sack. Pay attention to the symbols behind the helm. They are, from top to bottom, an eye, a crane, and an ankh.

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



Three shards point out the loose brick. A quick touch gets the ball rolling.



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

Deal with any beasties that crop up on your way across the bridge, and turn left at the junction. At the end, choose from two sets of stairs. Both lead to the same place, but the right set has a Nazi's ripped corpse and his ammo.



After the burning brute falls, another zombie clammers out of a wall nook. He's not so tough. Find the switch in the nook the last zombie came out of. Throw it to open the

door that the Nazis went through. The level ends as you go out. There's more catacomb action ahead.

TIP
Backtrack and retrieve any ammo and First Aid Kits you haven't used yet.

Past the corpse, you hear gunfire and screams. Against your better judgment, go toward these sounds and into a room where four pillars surround a fire. A group of soldiers closes a door on you. Gates seal off the entrance.

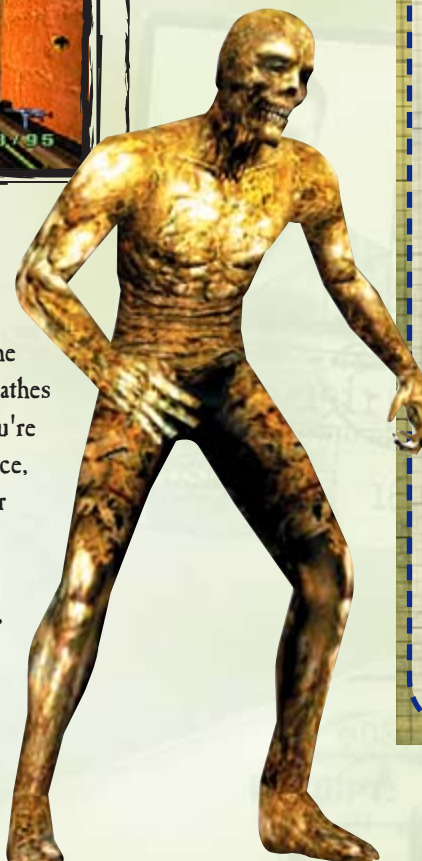


A trio of zombies climbs out of the walls. Use the pillars for cover as you shoot each of them. Run to the end of the room, as far from the fire as you can, and arm yourself with either the Thompson or the Mauser.



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. Make short work of the creature with the Thompson or the Mauser. If he gets within reach of you, run near the fire from which he arose and blast him.

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.



TOP SECRET

Finally, you reap the fruits of your labors. Activating the three torches has opened two sarcophagi, revealing a total of six Gold Bars. Each sarcophagi counts as a Secret Area. Collect your earnings and exit the level.

Pulling torches is lucrative. Collect all six Gold Bars from the two sarcophagi-turned-Secret Areas.



Co-Op Notes

Zombie-killing can be a chore alone, but it's a snap with a partner. That is, if one player doesn't mind being bait. Let a zombie focus on one player while the other moves around the creature and takes him out from behind.


Use this tactic to maneuver through the catacombs, killing all zombies in sight. Share the ammo so neither player is left with an empty clip, staring into a zombie's eyes.

With two players, the flaming zombie at the end of this level goes down in half the time. Work together, and the catacombs belong to the team of Agent Blazkovicz and Agent One.

Part 3: Crypt

 Secret Areas: 2	 Treasure Items: 2
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OBJECTIVE
 1. Navigate the catacombs to the Wulfburg Church entrance.

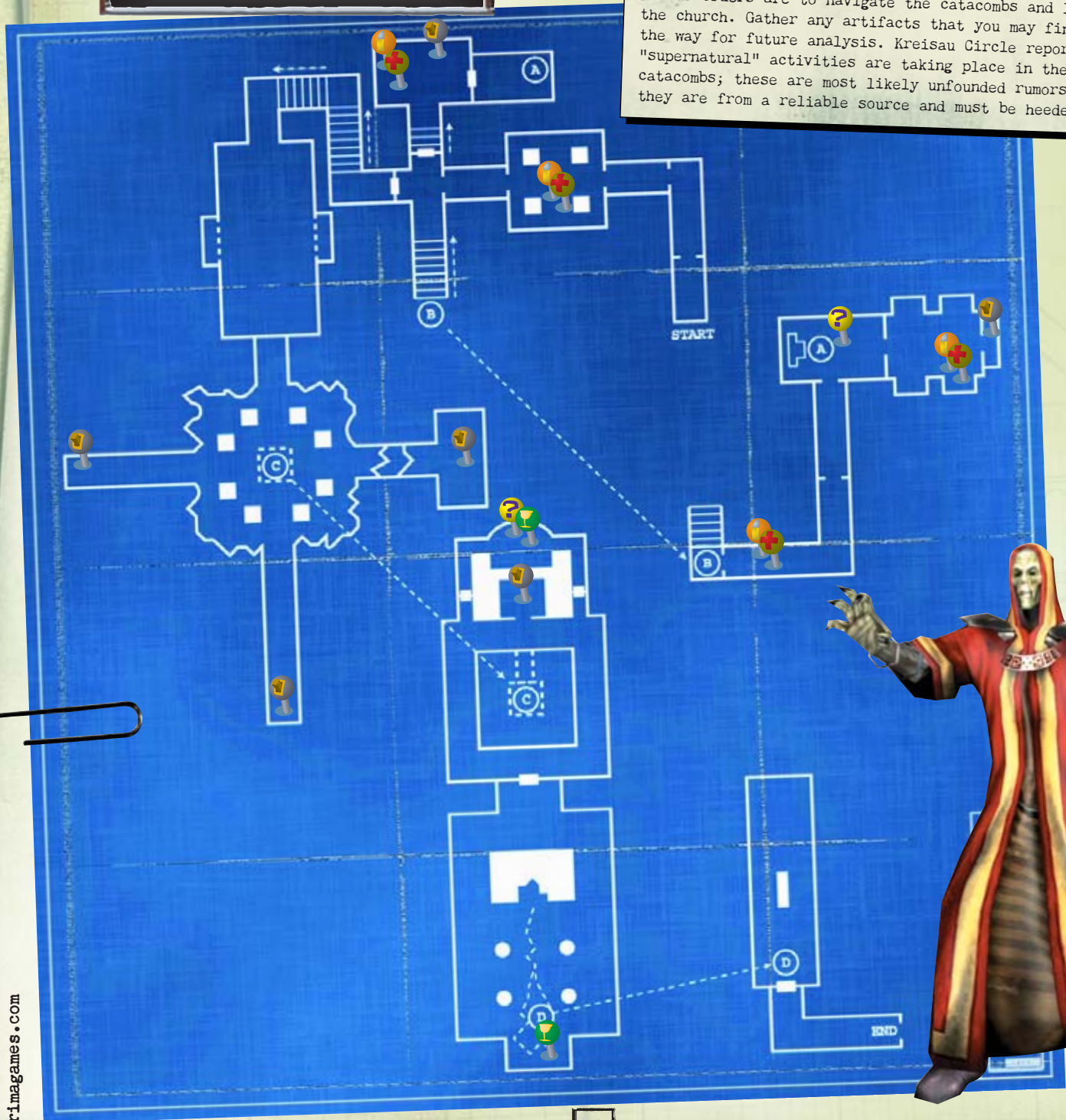


OSA Mission Orders

NO NEW INFORMATION AT THIS TIME.

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Objective: Navigate the Catacombs to the Wulfburg Church Entrance

The Nazis are fighting the undead tooth and nail as you enter this section of the catacombs. Hang back and wait for them to kill each other off, but stay ready—one of the Nazis may notice you. When you emerge, you're in a room with a First Aid Kit and ammo. Fighting continues above you on a stone walkway. Ignore it and push on.



At the first corner is a downed gate, a wall that looks as if it might be hiding something, and stairs. A Nazi soldier may lurk at the bottom of these steps, so be ready to act. You must go up the stairs—every other way is blocked. You find a hall with ammo and a First Aid Kit, and a pair of coffins that shake. When the zombies break out, bust them up.



Another fight between the Nazis and the undead occupies the next big room (across the bridge you went under). Let them tangle a while before stepping in. Two flaming zombies

join in the fight. Retreat as you fire to keep at a safe distance. Use your Mauser for more accurate shots, preventing the flaming zombies from getting too close for comfort. When the coast is clear, cross the bridge, pass a big stone cross in a niche, and enter a room with many sarcophagi.



Walk past the walls of coffins to the back of the room. You pass a dead Nazi or two with useful items scattered around them. On the far wall, press a square switch to release three tough zombies. The switch also opens that suspicious wall at the base of the stairs. After sending the zombies back over the Styx, turn and face the big stone cross at the other end.

TOP SECRET

Fire a few shots at the cross. It collapses, punching a hole in the floor. Jump into the hole, then crouch and move forward until you reach a large crypt with a Holy Cross, 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 opens the way for you. Don't stand right under it; it falls!

MISSION 3:
DARK SECRET



Go out the gate and turn right to enter a newly opened area. Descend into the bowels of the catacombs. You come to a mist-shrouded chamber that has only one exit. It's across the way, and no enemies are in sight. Walk across the room and try the door. It's locked, but several enemies appear. Shoot them.



When they go down, wait a second before the exit opens. Nazi soldiers are on the other side battling a pair of ghouls. Kill them all before they kill you.

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



Start with the eye hall. Step in and wait for a wall studded with sharp objects to fall from the ceiling. As it rises again, walk under it to the switch. Flip the switch. Wait for the wall to fall again. Walk out when it rises again.





Tackle the crane hall. Step in only a little way and look at the floor. Find that spiked pit partly hidden by mist. Check the edge, then back up and leap over the pit. Be ready to move fast. Flip

the switch at the back, whip around, and race out of there. The walls close in very fast, trying to crush you. Keep running and jump the pit again.

Go to the ankh hall. Look at the floor after you climb the steps. You see three pressure plates. Avoid the plates! If you step on one, rotating blades shoot out of the wall and make you shorter. Crouch and hobble forward slowly. Flip the switch and make your way back out.



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, go back to the main room and stand on the square in the center. It rises to the next tier. Go 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, then 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 at the other end of the tier. You stride into a large room with cherubic faces on the walls and two shadowed figures standing still. Don't check on them—as you get close, they unleash a paralyzing electric attack.



Keeping a good distance, push a few rounds from your Mauser into their skulls. As you hit them, their masks fall off, revealing glowing blue eyes. After they fall, go to the back of the room and find a spiky altar with a Chalice on top. Grab the cup.

Stay away from the cherubic faces; they spit fire after you steal their Chalice. 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 cherubs.





TIP

Run to this room's entry to stay out of the line of fire from the cherub faces. The zombies can come to you, and you won't have to dodge flames.



When the action halts, a rumbling quake hits the room, creating a hole in front of the spiky Chalice table. It's your only way out, so take a step down in the world. Find a door that opens to your touch and run down the hall. You've found the entrance to the church. Well done, Blazkowitz!

Co-Op Notes

The Crypt is a short level loaded with zombie danger. Stick close to each other to make shooting large groups of enemies easier. Make it clear to your partner which enemy you're pursuing so no zombie is left standing.

Even though there are two of you, you must visit the halls in the correct order: the eye, the crane, the ankh.

Part 4: Defiled Church

OBJECTIVES

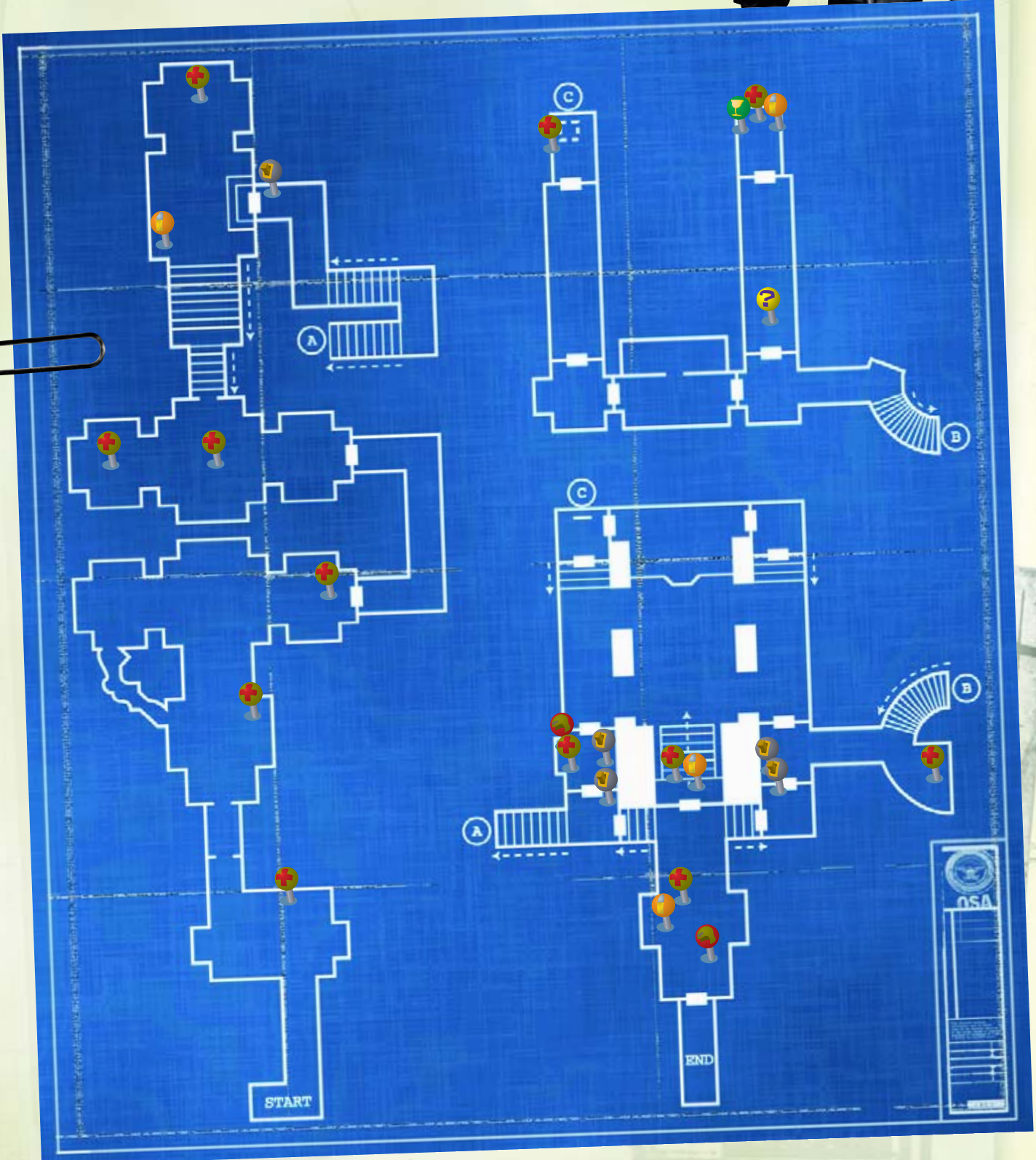
1. Infiltrate Wulfburg Church.
2. Pursue Helga von Bulow to the ruined cathedral.
3. Eliminate all of von Bulow's personal Elite Guards.

Secret Areas: 1

Treasure Items: 1



MISSION 3:
DARK SECRET





OSA Mission Orders

Residents of Wulfburg call this "The Defiled Church." It apparently has a 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 are also reportedly bound together as part of a witch's coven.

Objective: Infiltrate Wulfburg Church

Dr. Zempf and Helga von Bulow bicker over the recovered corpse of a Dark Knight. What they're doing is unclear, but it's not very wholesome. All right, Blazkowicz, time to move in and meet von Bulow's Elite Guards.



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

Shimmy your way through the rock passage and out into a large room. There's a gathering of soldiers in the distance. Raise your Mauser's sights and fire precision shots into their unsuspecting heads. The leather-clad Elite Guard pops out from behind the crates, firing her Sten. When she pops out, nail her in the head.



NOTE

The soldiers break up 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 you take out the soldiers, watch for her in the hallways ahead.

After tangling with the tightly clothed vixen and her cronies, search the area for loot. The cot they were looking at 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.



The hallway takes you to another open area under the church. A single Nazi guard easily goes down. Search for First Aid Kits (there's a large one on top of a stack of boxes), then focus on the stairs leading up. Two Elite Guards with Sten guns are up there; one is camped to the right. 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 a small set of steps to open the gate and achieve your first objective.



Objective: Pursue Helga von Bulow to the Ruined Cathedral



Travel up more stairs, raise another gate, and hear von Bulow deploying the rest of her Elite Guard. Grab the First Aid Kit and Armored Helmet to the left of the door. Push

through the door and into the nave of the cathedral. Move slowly—a gaggle of Nazi women waits 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 woodwork. Use the pillars as refuge from their Sten fire. Throw a Grenade or two at the women when they bunch up. Pick up supplies at the end of the nave opposite the raised altar if you need health or ammo.



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



Find a ladder in the tiny room that harbored the last Elite Guard. Be careful—another guard is up that ladder, dropping Grenades. Either wait for her to stick her head out and shoot it off, or storm up the ladder and blast her at the top. Either way is dangerous, but First Aid Kits await you at the top.



TIP

Now is a good time to backtrack and retrieve 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. Put her down, then peek out at the balcony to blast the guards there.



If you fail to kill the guards in the balcony, they run to the door in front of you. When the door opens, execute them as you did their fallen friend. Now take a breath and get ready.



TIP

Feel like you've got your sharp shooting skills down? After triggering the ambush, run quickly through the door you entered and sit at the end of the hall with your Mauser pointed at the door. The Elite Guard members bunch up as they open the door, so quick and accurate shots are imperative. As the door opens, fire repeated shots into the Elite Guards until all four are in a pile. This works with the cloaked shockers, too.



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. Two Occult Priests are near the altar and are making their way toward you. Take aim

with the Mauser and unload a few shots into their masked faces. Stay out of range of their shock treatment as you wear them down. Climb the steps up to the altar after the killing stops.

TOP SECRET



From the balcony where the two Elite Guards once stood, face the walkway opposite the one you just crossed. Jump onto the wooden handrail, then jump over to the other walkway. Open the door to reveal a pile of loot. Ammo, First Aid, and a shiny Silver Skull are yours.



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



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; a second is in the next room to distract you. Stay frosty when you reach the bottom or you're surrounded. If you take a hit, a couple of First Aid Kits are under the stairs.

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; a second is in the next room to distract you. Stay frosty when you reach the bottom or you're surrounded. If you take a hit, a couple of First Aid Kits are under the stairs.



TIP

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

Another door leads to a gate and an irate Elite Guard. Clear your path with a lead shower and raise the gate with the convenient switch. Continue cautiously. The next door leads to a dangerous room.



This room is cluttered with crates, boxes, and leather-clad, murdering Nazi women. There's one to your extreme left, behind the abutment. Get them moving rather than charge in after them. Poke

your nose around the corner to activate one and get the women swarming around the boxes. Use Grenades to stir the nest, and the wasps come to you. Killing the last guard in this room completes your third objective, eliminating the Elite Guards.

You've one more task before you leave: The short stacks of steps at either end of this room are launching pads. Jump to get on top of the boxes and leap from one to the other to collect ammo and First Aid.



Now supplied, go to the barred door and use any method to break the wood barrier. Open the door, stroll through, and this section happily ends.

Co-Op Notes

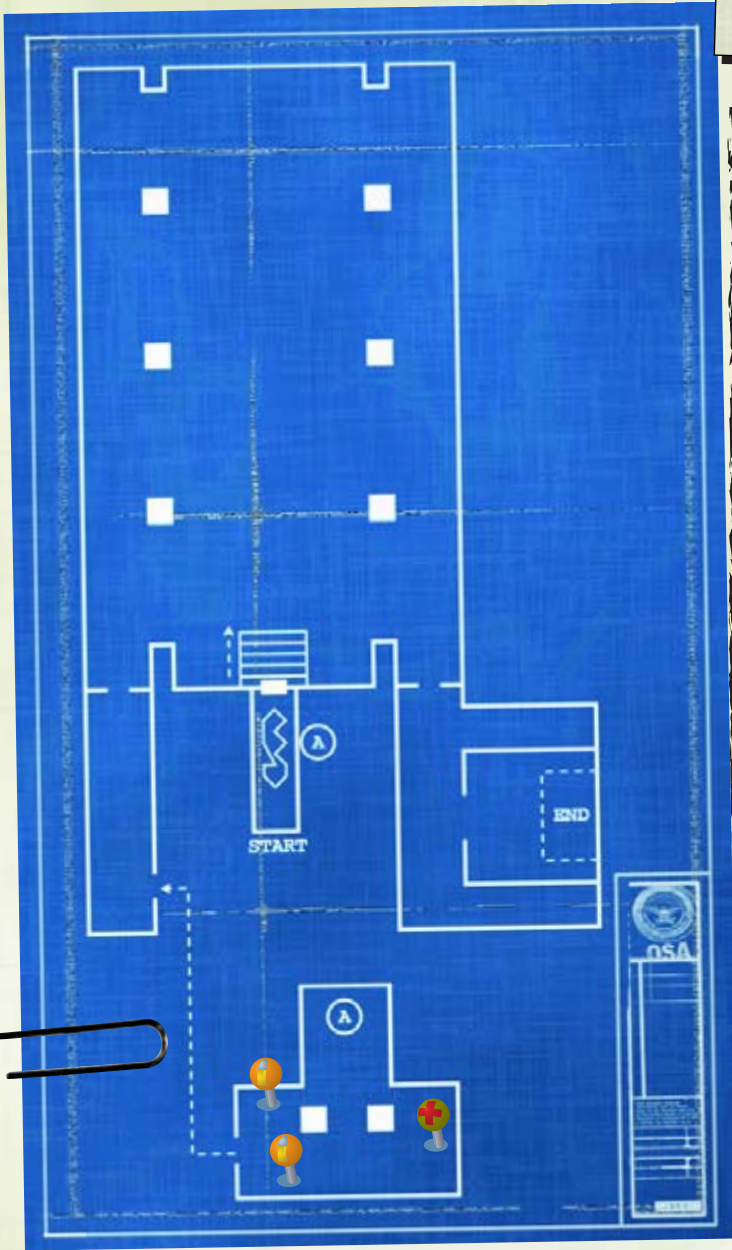
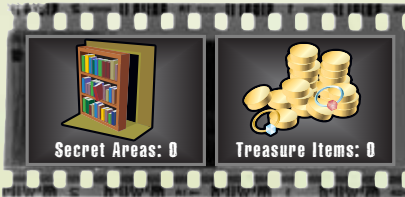
Never has helping each other out been as important as in this Elite Guard-filled church. These well-dressed women pack a punch with their Stens. Work together to eliminate the guards while taking minimal damage. When appropriate, let the guards come to you and jointly fire at them.

Keep in mind that both players expend ammo and take damage. Divvy up the goods to benefit the team. When you learn to share, nothing can stop you.

Part 5: Tomb

OBJECTIVES

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



OSA

Mission Orders

NO NEW INFORMATION AT THIS TIME.

Residents of the village 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 are also reportedly bound together as part of a witch's coven.

MISSION 3:
DARK SECRET

Objective: Eliminate Helga von Bulow

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



As you start toward the door, the floor collapses, dropping you into a room with a suspiciously large supply of First Aid Kits and ammo. 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 full of First Aid.

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



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



NOTE

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.



Second, the beast stops and bellows. Spirits circle it and then come after you. This is similar to the zombies' spirit attack, but much more damaging. If one of the wraiths catches you, Blazkowicz, you plunge into a red haze and take constant damage while enveloped in crimson fog.



When the ghosts come a-calling, run! Duck behind a pillar. If you can't see the spirits, you're safe. If you are caught, keep moving. You can shake off the darkness. Unfortunately, you're likely to run blindly into an enemy or a wall.

Now be 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 all your Dynamite, throw more Grenades.



Backpedal and empty your Thompson (or any other appropriate machine gun) into the thing's chest before switching to the MP40. Zombies sprout from the ground like weeds. 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.



TIP

Don't bother conserving ammo for the next level. You start with a fresh set of ordnance in the next mission, so go whole-hog with this guy.



Don't stand there and take hits as you blast away. If the zombies hassle you too much, clear away one or two. You get a few seconds of relief until more show up to replace them.



TIP

Zombies are a constant problem. If you still have the Holy Cross you can use it now.






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



Sweep away any zombies that you see from your haven. If your nemesis is behind a pillar, do hit-and-run attacks. Rush out, empty a clip into its swollen, demon-possessed body, then retreat to your happy place. If it hangs out near the broken wall, use the sinkhole as a trench, popping up to mete out lead-coated vengeance.

TIP

 Staying 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 First Aid, drop back and pick some up (until it's all gone).



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 back to cover.



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

Objective: Retrieve the Dagger of Warding for Further Study



After the last battle, this objective is a cakewalk. Destroy all the zombies in the area. Use your guns to shatter all of the undead creatures. 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. Let's hope it doesn't decide to turn you into a shambling beast with the screaming faces of the damned sprouting out of your skin. Go ahead, pick it up.



A bomber reports in that Blazkowicz is safe and has successfully completed his mission. It's time to ship home for a brief rest. But your job isn't done yet.

Co-Op Notes

Beware of wasting ammo when facing the large beast in Co-Op mode. Ammo should be ample if both players concentrate their fire on the fattened von Bulow monster. If either player fritters away ammo or is inaccurate with weapon fire, the supply quickly diminishes.

Both players can run to the gate and dump Grenades at the monstrosity's feet, then retreat to the broken wall near the ammo supply. Take turns popping out to unload ammo into the beast while your partner watches your back for zombies. Throw Grenades with relative ease and accuracy while your partner deflects the enemy attack.

Before you know it, the team of Agent Blazkowicz and Agent One is victorious and Helga von Bulow, in all forms, is no more. Now which agent will be the first to race back and retrieve the Dagger of Warding?

MISSION 4: WEAPONS OF VENGEANCE

Part 1: Forest Compound

OBJECTIVES

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

 Secret Areas: 3	 Treasure Items: 5
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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 find the new OSA MLS "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 with 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 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 MLS "Snooper" Rifle



NOTE

Silence is the key when navigating through the forest. Any soldier who hears the screams of another promptly sounds the alarm, and your mission fails. To ensure perfect stealth, shoot only when you have a clear shot, preferably a headshot. If you do alert a soldier, gun him down before he can reach the alarm switch or notify someone else who can.



You parachuted into the forest with only a Combat Knife and a Silenced Sten—the perfect combination for stealth

missions. Walk forward from your drop zone, following the path between the hills until you see a broken crate. Rummage to find the Snooper rifle the OSA spoke of. It has limited ammo, so stick with your staples for now.



Objective: Ensure That No Alarms Are Sounded



Wait for the soldier walking the perimeter of the cottage to turn his back to you, then quickly run for the stone wall in front of the cottage. Use this as cover until the guard

again has his back to you. Swiftly sneak up behind him and release a silenced bullet into the back of his head. Don't kill him near the back of the cottage. That would attract the attention of two other soldiers positioned near there.



free his mind. As the body drops, position yourself inside the cottage near the table. A final soldier stands outside the doorway. Pop out and drop him before he realizes what's happening.

Continue along the path to a small cottage. Three soldiers are conveniently posted here for you to practice your stealth attack on. Be silent but deadly.

After your first victim falls, sneak to the window in front of the cottage. Peek through the window to see a soldier studying maps at the table. Aim at the back of his head and



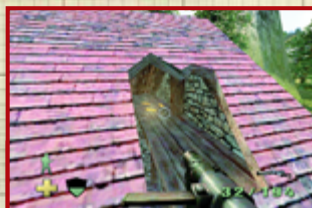
NOTE

Don't panic if you're spotted near the cottage. There is no alarm here, so the soldiers cannot foil your mission by calling for help. A brave soldier may try to run for help through the trees, however. Kill him quickly before he gets away.

TOP SECRET



Climb the ladder inside to the loft above. Turn around to see some of the Nazis' well-hidden gold. It's too far to jump across, so walk to the backside of the loft, climb through the hole in the wall, and jump onto the roof. Walk across the roof and drop down on the Gold Bars. You'd think all this gold would weigh you down, Blazkowicz.



Next time you hide your gold in a loft, make sure there's no hole in the roof. Silly Nazis!



CAUTION

Falling from the roof or loft causes you a little discomfort. To avoid injury, use the ladder inside the cottage or the lattice on the back wall.

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. Get back to the cottage when you have filled your pockets.



Follow the valley to a small cabin. A soldier walks toward the left of the cabin as you round the mountain. Quickly run up behind him and put him down. If you need to wait for him to walk back around the cabin, take

cover by the small stone walls. Silence, not speed, is the key, so be patient. After the deed is done, sneak up the steps at the front of the cabin and silently kill another soldier.

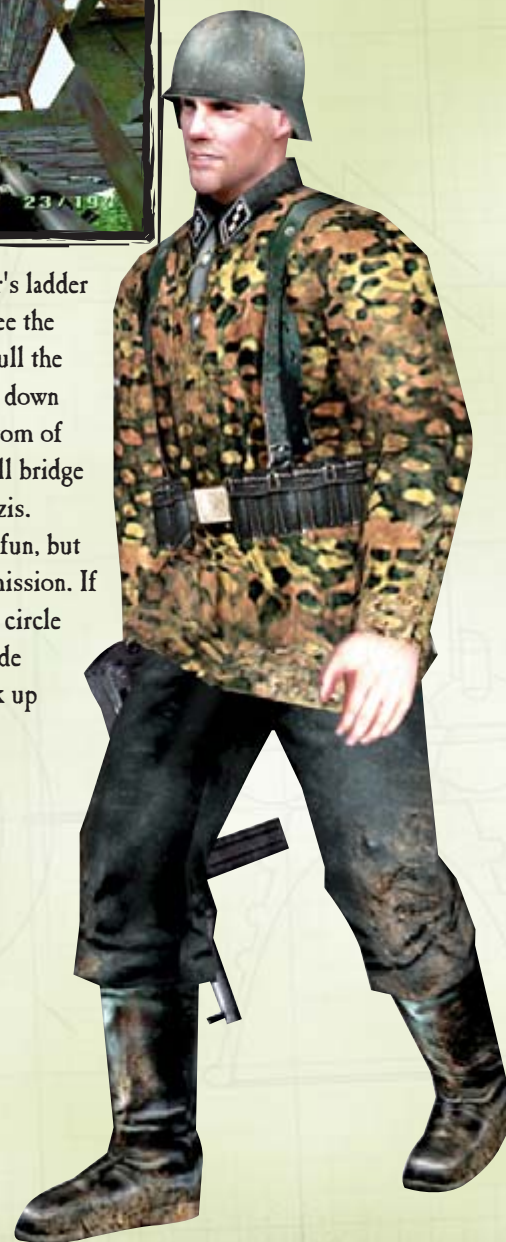


Quickly enter the cabin. You're visible to a nearby watchtower, so don't dilly-dally. Don't exit the front door and chance being spotted from the watchtower. Instead, hop onto the table and exit

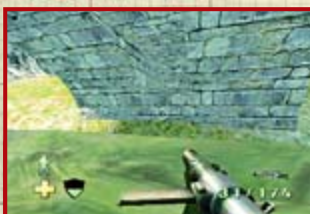
through the window. Run along the mountain wall to the left, toward a tunnel in the distance. When you reach the tunnel, run along the mountain wall until you reach a watchtower.



Climb the watchtower's ladder to the point where you see the resident sniper's head. Pull the trigger and shimmy back down the ladder. From the bottom of the ladder, you see a small bridge patrolled by a pair of Nazis. Killing these soldiers is fun, but it's not essential to the mission. If you choose to kill them, circle around to the left and wade under the bridge to sneak up on them.



TOP SECRET



Look for the gold in this cubbyhole under the bridge.

Nearing the bridge is not essential to completing the mission, but it is essential to visiting all the Secret Areas. Circle to the left from the bottom of the guard tower and dive into the water.

Quietly creep under the bridge in the waist-deep water. Pop up and take care of the guards if they spot you in their pond. Otherwise, take cover under the bridge. To the right is a cubby housing a Gold Bar. Take the gold and make your way back beneath the guard tower. Kill the guards if you feel the need.

your mission. Catch your breath and follow the hill around 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 two soldiers on the other side to part ways. One soldier walks toward the woods on the right. Give him a head start before turning your attention to his partner, who has taken up his post at the automatic machine gun near the base of the watchtower. When the first soldier walks into the trees, pop out of the gap in the wall to the left and fire a quick shot into the machine gun operator's head.



This may or may not alert the first guard, depending on how far he walked into the trees. Either way, focus on him and put him to rest. With luck, he hasn't heard his partner die and walks with his back to you, making for an easy kill. When he falls, walk to the back of the clearing to find a downed supply crate. Collect the First Aid Kits, Thompson, and ammo and head back toward the guard tower.



From the bottom of the watchtower, go right toward another tunnel. Unless you killed the guards patrolling the bridge, run and stay against the mountain wall to avoid being seen

by them. The truck at the end of the tunnel is your ticket out of here, but later. For now, run to the door on the right about halfway down the tunnel. A guard runs out of the doorway as you near it, but he's interested in following the truck. Keep your distance and let him run in front of you. Sneak in the door when his back is turned. If he spots you, quickly drop him, before his friend at the end of the tunnel sees what's going on.



After you go through the door, follow the hallway to a ladder. Climb it and go through a service hatch. At the top of the hatch, run to the right and take cover behind the hill. If you

dally, there's a chance you'll be spotted from a watchtower, fouling



CAUTION

Don't let the soldier walking into the trees go past the trees and into the clearing. If he does, he sees the supply crate and rushes to call for help, ultimately setting off the alarm. Don't worry, however—you have enough time to kill his partner before he can get to the supply crate and back.

Objective: Infiltrate Supply Compound



TIP

If you stumble on taking out both the machine gun operator and the soldier who walks into the trees, snipe them and the sniper perched atop the watchtower on your way down the hill. This requires you to expend three precious shots from your Snooper, but the supply crate in the clearing holds an additional clip for the mighty weapon.

Before getting too close to the watchtower, pull out the Snooper and aim at the sniper atop the tower. A single shot anywhere on his body drops him, crumpled and lifeless, to the ground. Not a bad weapon, huh?



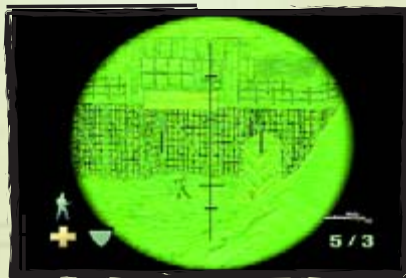
TIP

Look for movement to confirm your target. It's hard to see soldiers through the green of the night vision scope.



When your amazement at your new weapon subsides, run to the machine gun and pick up the Armored Helmet. No one is left to pull the alarm, so take control of the oversized weapon and loose a flurry of bullets at the two soldiers remaining at the tunnel. Walk to the base of the watchtower. From here you can see the supply compound to your right.

When your amazement at your new weapon subsides, run to the machine gun and



From the base of 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; the other is upstairs in the office. Line up your shots and snipe them both.



TIP

Because Snooper ammo is limited, save your game often. If you miss a target, you can restart at mid-mission and make use of every precious bullet.



With the coast clear of enemy eyes, proceed toward the supply compound. Walk to the left of the compound and climb through an open window. Some security they have here—no wonder they lost the war. A soldier awaits his execution in the room to the right. Punish him and read the clipboard on the wall left of the desk.

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



TOP SECRET



Walk this cable to reach the Secret Area.

After shooting the water tower soldier, use the boxes in front of you to jump to a cable that connects the roofs of two buildings. Step onto the cable and walk it like a tightrope to the taller building. A hole in the ceiling leads into a Secret Area.

Jump down and collect ammunition and Armored Helmet from the far side of the room. Use the extra bullets to shoot the gas tanks near the crates. Stand by the door when shooting to avoid blistering your own skin. When the crate is open, walk over and take your prize—another Golden Helmet to add to your collection.

Objective: Stow Away Aboard Supply Truck Bound for Rocket Base



Exit the Secret Area through the door, and run to the ladder of the water tower. From the top of the tower, look down to see a supply truck. A soldier paces along the back of the truck. Put a bullet in his head. This looks like a job for super Snooper.

Exit the Secret Area through the door, and run to the ladder of the water tower. From the top of the tower, look down to see a supply truck. A soldier paces along the back of



CAUTION

From the water tower, you also see a soldier patrolling a tunnel left of the supply truck. Do not kill this man. If you do, you forfeit your mission and get labeled a bad OSA agent. You wouldn't want that, would you?



Don't shoot this guy! You'll have to restart the mission.



Gracefully descend the water tower and make your way back toward the Secret Area. To the left, a gate opens toward the front of the supply compound. Open it and run left toward the supply truck. If you feel you must kill everyone, there is one soldier in the building on the left. Hop into the back of the supply truck and sit tight. You're on your way to the rocket base in no time.

Co-Op Notes

Communication is the difference between getting through the level undetected and becoming a casualty of war. Keep your heads up and don't go tearing into situations. If one player alerts a guard, the second player should rush to silence any witnesses. Work together, and sweeping the forest clean of Nazis is a quick, fun experience.

Drawing straws may be the only way to decide who gets the Snooper rifle. Remember, whoever has the Snooper is in charge of taking out key soldiers while the other player stands back, making sure not to alert anyone.

The upstairs guard at the front of the supply compound may be behind a window. If he takes post there, do not shoot him with the Snooper. The shot hits the window and he pulls the alarm. Instead, wait until you are inside the gates and have taken out the guard on the water tower. Then you can climb the ladder near the soldier's office and burst in on him while his back is turned.

Only one player needs to climb into the truck to end the mission.

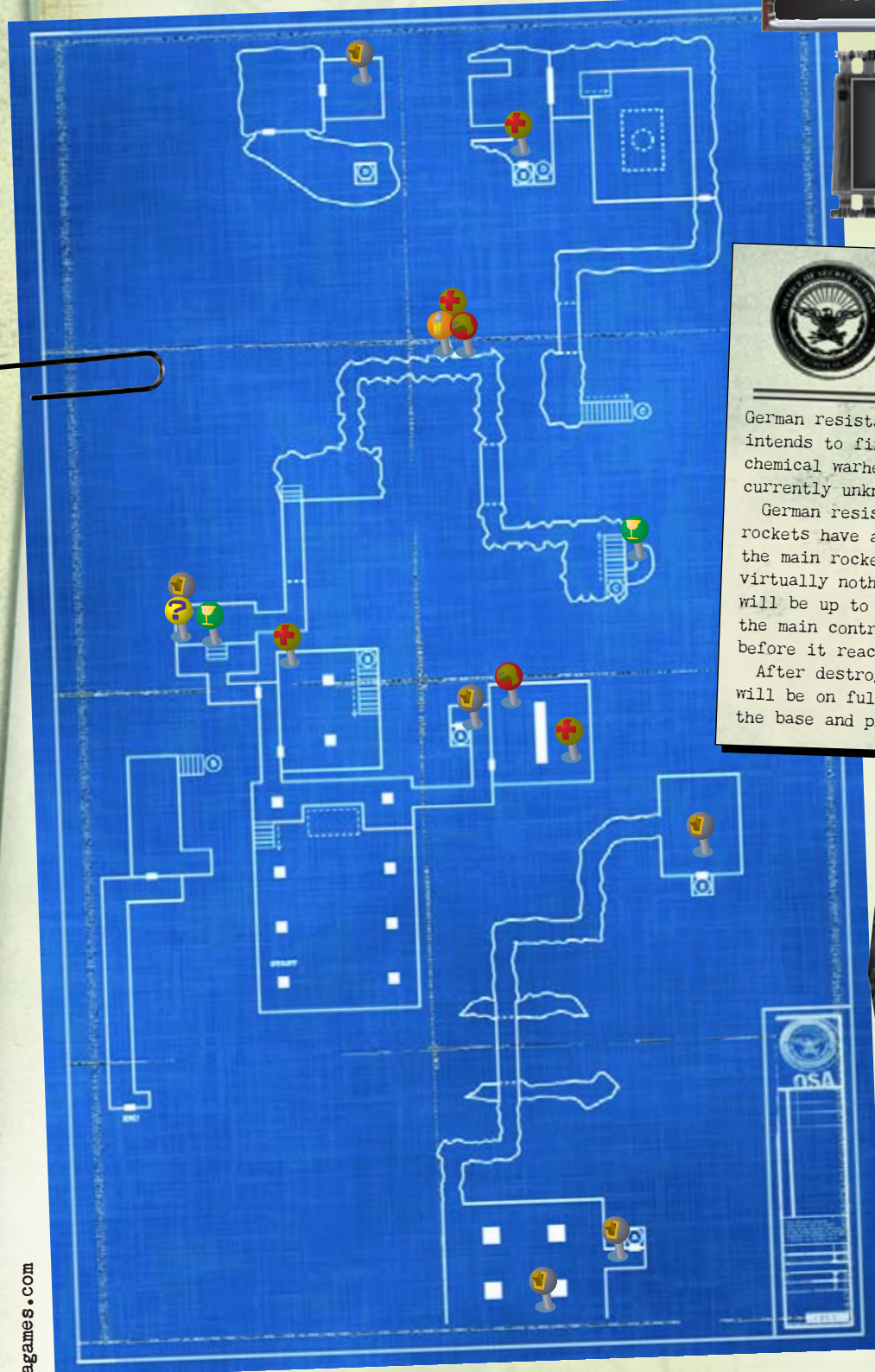



Part 2: Rocket Base

OBJECTIVES

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

Secret Areas: 3
 Treasure Items: 5



 **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.



Objective: Locate Main Control Room

The OSA has put the fate of London in your hands. Destroy the V2 rocket before it launches, or say goodbye to Big Ben. How's that for pressure?



Open the tailgate, but remain inside the supply truck's bed. Lean from the truck to the right, remaining hidden. When the soldier walks by and turns his back to you, hop out of the truck and sneak to your right. Don't worry about killing the soldier walking in front of you. Sneak behind him and make a right at the first opening between the crates.

Without bringing attention to yourself, creep into a metal cargo bin sitting in the middle of the floor to the left, past the crates.



NOTE

A rocket test countdown takes place after you drop the tailgate of the supply truck. As the countdown reaches zero, the room shakes from the massive rocket engines firing. Slip into the cargo bin.



Crouch in this crate and wait for the crane operator to drop you onto a cargo transporter on the floor below. This may take a few moments. 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'll be time to engage in a bloody rampage later.



CAUTION

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

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 couple of soldiers and a Flak Jacket. From this room, head toward an elevator shaft to the right. Kill the passengers who are on their way up. Then take the elevator down to meet the crate transporter.



Stay crouched as the metal crate drops onto the crate transporter. To the left as you face the wall is a guard who operates the crate transporter. He activates the transporter, which takes

you through underground tunnels to the other side of the base. Before he sends the crate on its way, pop out and shoot him. He has a couple of friends in the area who can be disposed of with the help of your Sten. When the room is clear of guards, walk to the elevator in the room's back corner.

TOP SECRET



After killing the crate transporter operator, clear the room of enemy threats and head for the elevator. Walk into the elevator to access the controls.

Activate the controls to send the elevator up, but quickly get off, sending the elevator unoccupied to the top floor.

The elevator was sitting on a grating with a ladder. Kick open the grating and take the ladder down to two Gold Bars. Collect the bars and get back up to the crate transporter controls. Throw the lever, hop into the crate, and enjoy the ride.



Send the elevator up unoccupied to find a hidden grating. The Nazis are finally hiding their treasure in less-than-obvious places.

To remain unseen, crouch throughout your ride on the transporter. When you reach the end of the track, pop up, shoot the soldier at the transporter controls, and run to the elevator shaft. Wait for a pair of soldiers to pass on their way down, then take the elevator up.



NOTE

If the transporter goes on without you or the metal crate was not dropped onto the crate transporter (the transporter won't run without the crate), you must walk the tunnels. A few guards patrol the way to the end of the track.

The crate is not too hard to catch up to and board while it's moving. If your heart was set on riding the transporter, load your game from the last checkpoint and start the process over.



At the top of the elevator, a soldier huddles around a fuel tank in front of you. From the shaft, unload a few rounds into the tank and watch the remnants fall to the ground. A First Aid Kit hangs to

the left. A ladder at 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 a team of scientists. The next door leads to the rocket control room, where the self-destruct button is located. This room is heavily occupied,

but your automatic weapons handle it easily. Fling open the door and fire at anything that moves. When the cloud dissipates, hit the self-destruct button 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 in an effort 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 and your only means of escape.



CAUTION

From here on, the rocket base fills with vengeful Nazis. Soldier placement and stealth killing goes out the window. Never drop your guard and keep your finger on the trigger if you mean to survive the hordes of Nazis to come.



Hurry through the door and follow the walkway around the rubble and into the hall. Soldiers, out to kill the man who ruined their attack on London, come at you continuously as you run

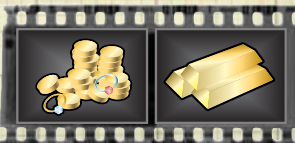
through the halls. Kill them as quickly as possible, but keep running through the halls. The base starts to crumble, and you don't want to die with it.



TIP

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

TOP SECRET



Run down the hall through the soldier opposition until you reach and descend a set of metal stairs. Look under the stairs at a brick wall, and find a section of breakable stone. Kick until the wall crumbles and climb into the makeshift tunnel. At the end is a Gold Bar.



There is a Secret Area under this staircase. Search the brick wall for the Breakable icon.



Negotiate the halls, killing 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.

After you cross, kill the remaining soldiers in the hall before entering the operations room to kill one more.



TOP SECRET



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 must be a button somewhere that opens the door to the goods.



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

A smaller version of the map you just broke hangs above the desk in the same area. Crouch on the left side of the desk and activate the button concealed there to open the compartment. Take its precious contents.

Climb the steps and enter the hall to exit the operations room. Kill the guard waiting on the other side of the door at the end of the hall. You may have killed this guard already, if you missed the crane at the beginning and shot your way downstairs.



Exit the operations room and enter the doorway across from you. Grab the First Aid Kits from 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.

Co-Op Notes

There is no need for both players to squeeze into the metal crate at the beginning of this level. It is helpful to catch a ride on the crate transporter, but it is not necessary with two people. Two of you can easily battle your way through the Nazis.

Confident in your skills? Let one player go ahead on the transport: Wait for the crane to lower the crate, and let him focus on getting to the self-destruct button. While he goes off to wage battle, the second player can start whipping all the soldiers behind him and visiting the Secret Areas. You can meet up at the broken door after the rocket explosion.



Part 3: Radar Installation

OBJECTIVES

1. Locate and destroy MVX-mk1 radar array.
2. Locate entrance to X-Aircraft facility.



Secret Areas: 2



Treasure Items: 4





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 "Black Guard" soldiers may be stationed near the base.

Objective: Locate and Destroy MVX-mkl Radar Array



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. Before breaking the grate, wait until an explosion at the rocket base sends a soldier flying across the ground. Open fire on his friend, who bends over to help his fallen comrade. Drop down and direct your attention to the shooter on the bridge.



This shooter ducks out of sight when threatened. Hunt him down. Other soldiers rush to take shots as you cross the bridge. Take cover in the building to the right and grab the First Aid Kits from the table to recharge. This building has a guard, unless he has already run to the bridge, so be prepared as the door opens. After you revitalize, dash to the door across the road.



Inside, head to the ladder. Kill the soldier lurking here, then open the door at the top of the ladder. Take control of a large machine gun and clean the street of any stragglers. When the streets are clear, aim the gun into the massive tunnel. A platoon of soldiers heads toward you from this tunnel. Watch them dance as bullets fly in their direction.



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



MISSION 4:
WEAPONS OF VENGEANCE

Peek out from the crates to see when the soldier is coming at you. When he's on his way, jump out from behind the crates and surprise him with a bullet to the head. Another soldier joins the fun from the door left of the sandbags. Kill him too, then run for that door, ducking more gunfire from down 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 the window, grab control of the machine gun, and fire at the soldiers in the street.

When the streets are clear of soldiers, head down the road, shooting anyone your machine gun fire missed. Behind the door atop the steps of the building at left are health and ammo. Grab them before continuing your journey.



As you near the end of the road, ready your Mauser and pick off the sniper on the ledge ahead. While you're at it, 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 to the right.

TOP SECRET

A grated vent is on the floor of this workshop, left of the giant worktable in the middle of the room. 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.

TOP SECRET



Behind the door opposite the building that held the supplies is a Secret Area. Go through the door and hop up and over the stacked crates in the corner. A small opening leads you to two Gold Bars. Now get back in the action!



Hop up these crates to find a Secret Area in the room's back corner.



Objective: Locate Entrance to X-Aircraft Facility



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 shelf. Those explosives are for blowing up the radar, Blazkovicz, 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.

Show them you're no fool: Creep the stairs, crouched, with your back against the wall, until you can shoot one in the head. Then quickly turn to take out the other.

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



Exit the treasure room and return to the hall through the door to the right. Take the door to the right and cross the bridge. To the left of the bridge is the MVX-mk1 radar array. Got

those explosives handy? Enter the door under the radar and drop an explosive into the control room. Run back toward the bridge and watch the fireworks.



The Nazis hate you now, Blazkovicz. 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. Read the note on the desk before going through the next door and into the room with the radar screens.



Across from the radar screens, a ladder leads down into a large hole. Climb down and kill the two guards hard at work. To avoid taking damage, be quick on the trigger—one guard

fires at you as soon as you step off the ladder.

When both have met their demise, walk to the door on the left, open it, and walk into the next room to exit.



Co-Op Notes

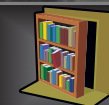
Radar Installation is a great mission for two people. It has plenty of Nazi action while giving both players a lot to do. Silence is not critical in this mission, so fire at anything that moves.

Allow one player to enter the buildings while the other hangs outside, sweeping the base of Nazi guards. When it's time to blow the radar, let the person with the explosives take care of it while the second player clears the area to the exit. If you work together, this mission can be done in minutes.

Part 4: Air Base Assault

OBJECTIVES

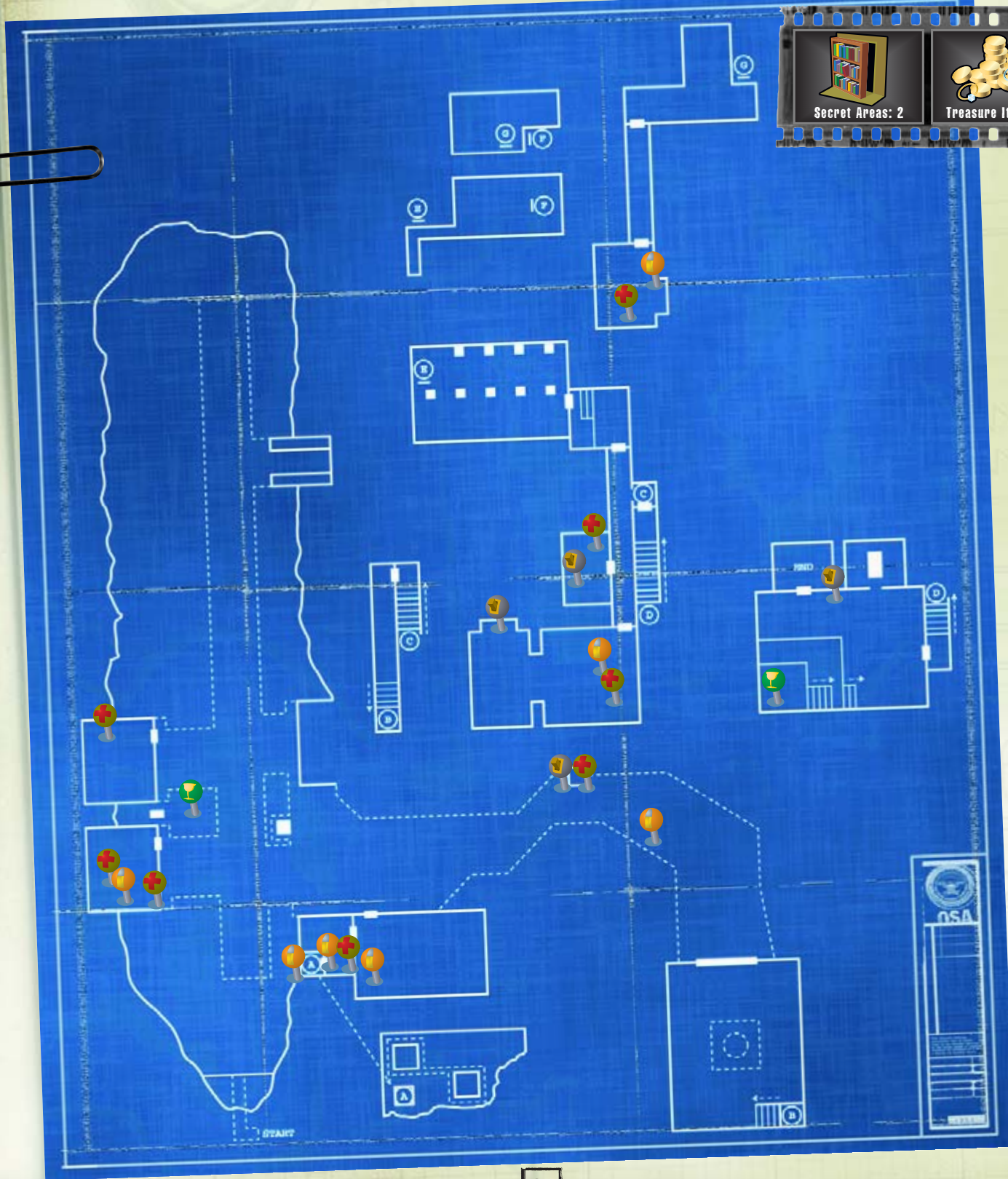
1. Gain access to Kobra launch silo.
2. Prep Kobra for launch.
3. Capture Kobra and fly to OSA airbase in Malta.



Secret Areas: 2



Treasure Items: 4





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 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. Good Luck.

Objective: Gain Access to Kobra Launch Silo



soldier overlooks the runway. He's your first target. Take aim and squeeze the trigger.



Now drop from the dome. Now carefully, without falling down the hill, run to the lookout tower.

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.



When the truck stops, soldiers file out one-by-one from both sides. As they do, launch a bullet into each one until all four are stacked into two piles. Hit them as they leave the truck, or they kneel and fire back at you. When the shooting stops, return to the grate you passed on the tower's backside.

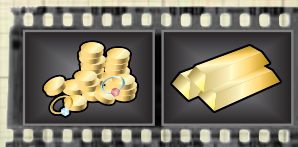


Break open the grate in the floor to the left of the ladder and drop down. Collect the miscellaneous ammunition from the room and open the door. Grab the health and ammo clip from the shelves on the right before circling around the room to engage a lone soldier. This clever soldier kicks over the table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

A soldier awaits you on the other side of the door as you enter the hangar. Another soldier is to the right. When the fighting stops, grab the Grenades and the ammo clip from the shelves, leave the hangar, and head for the runway to the left.



TOP SECRET



Run from the radar tower area toward the runway. Between hangar 1 and hangar 2 is a large generator. Walk around to the backside of this generator to find a sliding panel. With a quick activation, the panel opens, revealing a crawl space leading to two Gold Bars. Collect the bars and run back across the airfield to a lookout tower left of a giant metal gate.



The backside of this generator hides a panel that slides open to reveal a couple of Gold Bars. By the time this war is over, you'll be a rich man, Blazkowicz.



NOTE

The hangars along the left side of the runway contain a few more soldiers and various items. If you need an explosive, a Panzerfaust or health, visit the hangars before journeying to the lookout tower near the large gate. If you do, watch for a few soldiers to come 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 on ground level.

Climb down the ladder and turn toward the newly opened gate. Run across the clearing to the slightly opened cargo doors of the airbase.

Objective:
Prep Kobra for Launch



Make your way into a hangar with a few scattered soldiers. In the center is the Kobra that you are going to hijack. Quickly clear the hangar of Nazis and head up the stairs in the building's far corner.

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 not here, 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 to the 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 to the next level, where you fuel it for takeoff. As the plane begins to rise, exit through the door and run to the door on your right.



CAUTION

Speed is crucial from this point on. Outside the airbase, paratroopers deploy. They take more shots to kill than ordinary soldiers, and the longer you take, the more of them you face.



Turn right and kill the soldier occupying this room. As he collapses, run to the far end of the room 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 of the start-up sequence.

Now that the plane has fuel, you only need to open the hangar doors and hop in. Exit the fueling room and run to the door at the end of the hall, killing a guard who has entered the hall to stop you.

The next door leads you outside. Run for the ladder on the far end of the airbase. Ignore the paratroopers raining from the sky as you climb a series of ladders to the door at the top of the structure. Shooting all the paratroopers takes too much ammo and health, so run through the remainder of this mission.





NOTE

If you're set on leaving no survivors, run to the hangar and shoot the paratroopers as they come through the narrow opening of the hangar doors. 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 of this room and shoot the soldier hiding behind them.

Grab a First Aid Kit if you took a shot or two from a paratrooper on your way up. Spin the valve to complete the final phase of the Kobra sequence, exit the door, and head back out to the ladder-filled structure.

Objective: Capture Kobra and Fly to OSA Airbase in Malta



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.



CAUTION

Watch for some paratroopers who have made it into the airbase's halls.



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. Run

through the hall and up the stairs to a door on your right. Bust through the door and eliminate the three soldiers inside.

TOP SECRET



When the final guard hits the ground, walk to top set of control panels in the corner of the room. Atop electronics along the wall is a grate. Hop on the nearby control panel and hop onto the stacked electronics. Bust open the grate and follow the crawl space through a series of ladders and into a Secret Area. Collect the two Gold Bars and head back to the control room.



The Nazis are getting better at hiding their treasure. Look behind this grating.



Walk to the green-lit switch on one side of the room. Push this button and hop into your new ride. Malta, here we come!



Co-Op Notes

Two heads are better than one, especially in a Nazi airbase with black-clothed paratroopers and a top-secret experimental aircraft. Both players get plenty of action in this Nazi-filled level.

Both players can pull out their Mausers in the beginning to get in some sniping fun. From there, one player can clear out the building under the tower while the other heads to the runway to visit the Secret Area.

When you get into the airbase, leave one player at the large hangar doors to kill paratroopers as they come in, while the other player completes the launch sequence. Meet in the final room, but don't hop into the Kobra until a player raids the final Secret Area.


MISSION 5: DEADLY DESIGNS

Part 1: Kugelstadt

- OBJECTIVES**
1. Eliminate Panzergrenadier team.
 2. Escort the captured Panzer safely to the WF complex.
 3. Aid Kreisau Circle in safe defection of SWF scientist.
 4. Gain access to the SWF.

Secret Areas: 2

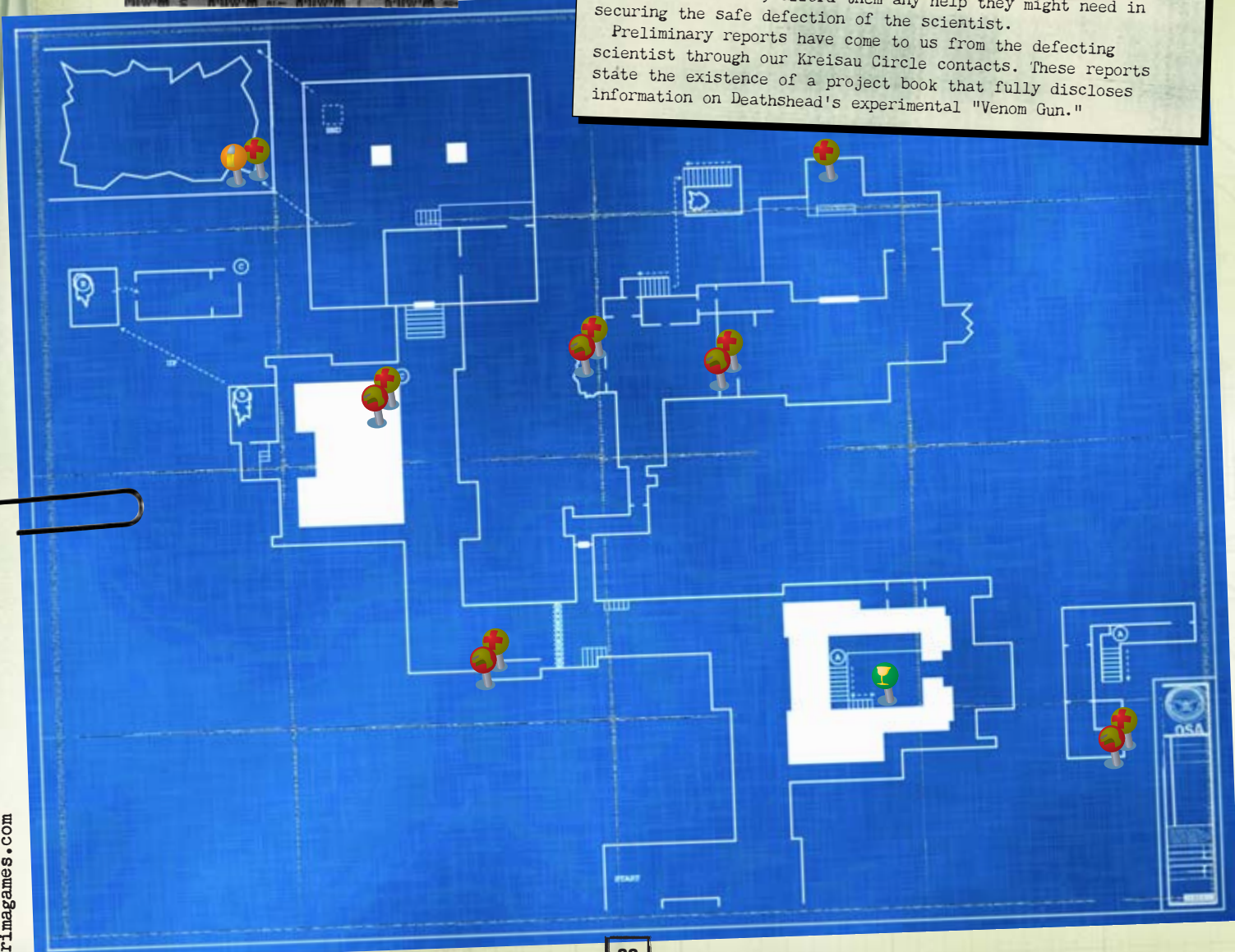
Treasure Items: 3

 **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."



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 perches on the third floor of the building at 11 o'clock. Bring up the Mauser and punch a hole in his chest.

Two more soldiers approach on foot. Do not use the Mauser because it takes two shots per soldier to kill them. 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, taking a left and moving through an archway. The alley forks to the left here, but you come back to that in a moment. For now, continue straight through a second archway. Turn left and you come upon a Nazi soldier looking the wrong way. Stab him in the head before he turns around.

Backtrack to the fork in the alley and take a right into the area you passed earlier. Ahead of you is a pair of stairways leading up. Above and to the right is a soldier in a doorway. Step back a few steps until his head comes into view, then pop him with a shot from your Mauser.



Run to the stairs and turn around to see a window above you. Walk backward up the second flight of stairs until you have a clear shot at a sniper in that window. A few shots and he's down for the count.



CAUTION

If the Panzer Commander tells you that your objective is complete, you face no more soldiers in the building. Don't dawdle here, or you'll be late in protecting the tank.

TOP SECRET



Near the base of the stairs is a blasted-out hole in the wall. You must jump through this hole to find some broken planks leading to three Gold Bars. Hop down on the left side of the fire and jump backward through the hole.



A leap of faith through a fiery hole is the price you pay for a handful of gold.

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 from the floor by the hole in the wall and confiscate the nearby Armored Helmet and First Aid Kit. Fall from the hole and follow the tank forward.



Don't turn the corner until the Commander destroys the bell tower and the sniper within. After the Commander blows the sniper into the afterlife, go around the corner and eliminate a grunt toting a machine gun.



machine-guns you 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 both.

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 meets you at the top of the stairs, coming from a window across the court. Creep up the stairs, facing right, with your scope up. Get the shooter when he comes into view.

Drop through the hole in the floor. Leave the room through the door, killing a fired-up soldier left of the door in the next room. Take too long, and the defecting scientist is killed, failing your mission.



Ready the Sten and hop-run out the blasted hole in the corner of the next room. Turn and run to your left. It's time to get that defector.

Turn and down the gunner at the fence, then sprint forward to continue the slaughter. Light up two more soldiers who are too busy firing at the scientist to notice you.



Continue along the path until you see the scientist under fire. One assassin tries to foil your plans from across the clearing. Turn the heat on him until he crumples. Direct your attention to the guards protecting the scientist.





Take down the guards standing next to the scientist. A flamethrower-wielding Nazi runs in from the direction from which you just came. After he appears, grab your

Panzerfaust—even if you haven't killed the guards yet—and fire. He pops like a bubble. Kill any guards not yet flambéed. Objective complete.



CAUTION

Do not shoot the scientist. If you do, the mission fails.

Objective: Escort the Captured Panzer Safely to the SWF

Backtrack to the street where you left the tank. It's under heavy fire. On your way back, pick up an additional First Aid Kit and an Armored Helmet on the raised boards to the left of the blasted-out wall you came through earlier.



The tank has destroyed the barbed-wire barrier, so proceed forward. On the street's left side, past the barbed-wire remnants, a Nazi waits. Riddle him with heavy fire. Grab the Armored Helmet and other good stuff at the sunken alley's end.



Turn another corner to meet heavy resistance. Ignore the sniper in the window of the building to the left. Instead, run for the alley next to it. Use your Mauser to finish the rocket-firing Nazi you find there.



The tank continues forward to the street's end. If it arrives safely, the objective is achieved. Nazi soldiers carrying antitank weaponry pose a problem, however. You must get them before they destroy the Panzer. Turn your scope down the street. Pop the soldier who runs to the tank's right, then get the one hiding at the road's end.



Objective: Gain access to the SWF



Run toward the barbed-wire barricade you previously crossed, go to the corner, and drop that sniper you spared earlier in the top-left window.



A couple of soldiers investigate the large hole produced by the tank's cannon at the road's end. Kill them with headshots.



Before you enter the passage the Panzer created, travel down the second alley on the left (near the tank) and dispatch the Nazi with the flamethrower. Get him before he roasts you!



Follow the U-shaped walkway down this alley 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. Part 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 a soldier hiding to the left. Pick up the First Aid Kits and Armored Helmet.

Now that the area's 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.



The first room is clear, so run through the second room into a ruined courtyard. Kill the approaching Nazi, then the unsuspecting flamethrower-carrying soldier with your Paratrooper Rifle or Panzerfaust.



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 second story remnants, picking up the ammo and First Aid Kit.



Jump from the connecting plate to the ruined second story to find a secret area.



With loot in hand, drop to ground level. Go to the back of the bombed room, where there is a dark hole in the ground. Drop in to finish this part of the mission.

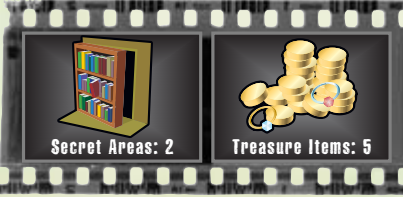
Co-Op Notes

Stick together like glue for most of this mission to make sure both players come out alive. When the time comes to save the scientist, both players can rush in, guns blazing. While one player takes out the guards next to the scientist, the other can watch from behind to get a head start on the flamethrowing Nazi. Watch each other's backs throughout the rest of the mission to ensure that everyone safely finishes.

Part 2: Bombed Factory

OBJECTIVES

1. Infiltrate the Kugelstadt weapons factory.
2. Obtain Venom Gun project book.



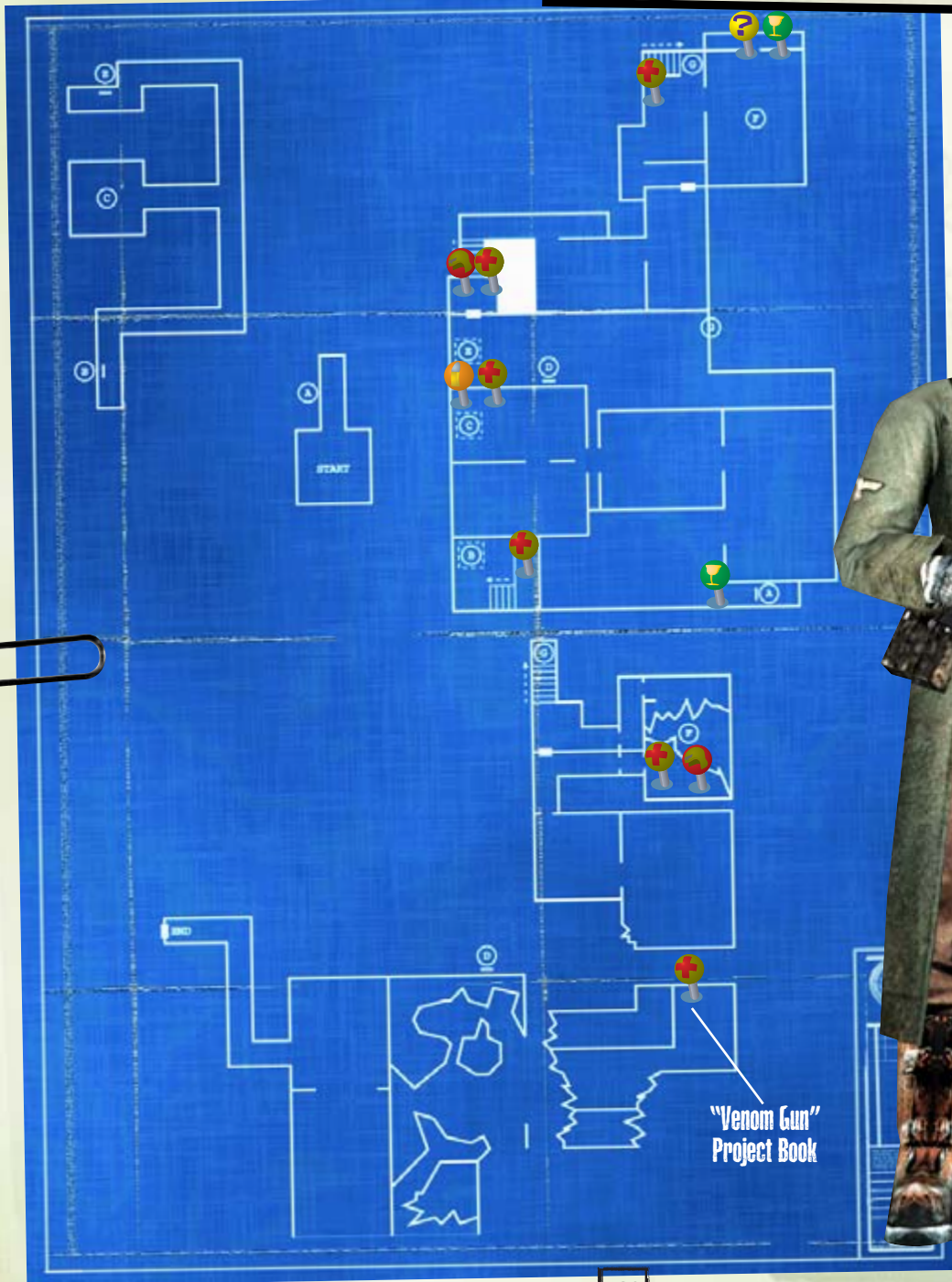
USA

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 Nazi's 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, could pose a serious threat to the Allies.

The defecting scientist has confirmed the reports that there is a "Venom Gun" project book located somewhere in the factory, which contains all of that weapon's technical information. 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.

MISSION 5:
DEADLY DESIGNS



Objective: Obtain Venom Gun Project Book

Proceed through the sewer to the nearby ladder. Climb to the top and destroy the grate, but don't climb out, or machine-gun fire hammers you. 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 the top of the building to the right. 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.

Creep into the courtyard and turn to your right to bring down a guard on the roof with a Mauser shot.



TOP SECRET



In the bombed-out factory, one garage door remained intact with a working electric switch.

After you down the man on the roof, you can freely walk the courtyard. Look along the left wall past the garage door for a lighted red switch. Activate it to open the garage door, and climb through to collect your prize of three Gold Bars. Now return into the courtyard and stumble through the rubble to the right near a downed plane. Round the corner to the left.



As you round the corner, a soldier from a distant rooftop fires at you, then drops to floor level. Again, your Mauser is the best choice for this situation. When this soldier falls, run across

the building remnants to a smoking bombed-out building to the left. Another soldier shoots down at you when you arrive, so aim some fire in his direction.

A soldier also occupies the structure adjoining on the right. Turn around and use your Mauser to puncture the guard on the ledge high above you. Sneak into the next structure through the doorway and spin to the left to shoot the guard here. Pick up the First Aid Kits behind the flag. Break the grating in the floor nearby and jump down.



Equip the Thompson, Mauser, or Paratrooper Rifle and move to the sewer's crossroads. Turn right to gun down the soldier in that direction, then spin around to eliminate another with a flamethrower.



TIP

If you don't kill both soldiers, try this: Get their attention, then retreat beneath the grate through which you just jumped. Bring up the scope and wait for the soldiers to move into range. Easy pickings!



CAUTION

Sometimes the noise of battle draws another soldier from the right side. Keep your guard up.



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, then 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 dally here. A Nazi armed with a Panzerfaust sits on the far side of the block, ready to deal massive damage if you hesitate or wander.



Move through the door nearby and pick up the Armored Helmet and First Aid Kit. If you've made a lot of noise, a guard comes to meet you. If not, climb the wooden stairs and peer around the corner, your Paratrooper Rifle at the ready. Make a bloody mess of the two guards in the hall.

Continue through to a second small room where a guard awaits. Announce your presence with a few rounds from your trusty MP40.



The next hall contains an enemy with his back to you. How unfortunate for him. Leave him with a few reminders of your brief rendezvous. A soldier waits on a balcony in the next room. Shoot him.



Grab the two First Aid Kits from the wall.



Head up the stairs and toward the open door. Inside, two Nazis are having a technical argument on the proper way to disarm a bomb. They both lose. Move into the room to find it

blown apart. In addition to the gaping hole in the floor, various body parts are strewn about.

Jump down the hole in the floorboards, but be careful—two soldiers fire at you from below. Shoot them from above with the flamethrower. Aim behind each set of boxes to fry them.



TOP SECRET



Drop and mop up any competition still standing. Inspect the crates in the corner, where there is a set of barrels close to the wall. Pop the barrels open with gunfire to cause a wall-crumbing explosion. Walk to the newly formed hole and collect the two Gold Bars in the dirt.



Explode the barrels behind these crates to blow a hole to more gold.



Shoot the nearby barrels in a similar fashion and crawl out the new hole. Move up the stairs you used earlier to reach the room you just visited. Jump the boards and grab the Armored

Helmet and the First Aid Kit. Run through the door and continue to the room without a ceiling. From this point on, be wary of ambush from all sides.

Move into the corner of the room and equip the Mauser. Scan the building across from you through the broken windows. A Nazi with a Panzerfaust waits in a window to the left. Two more are in the building across from you.



Move through the break in the wall and pivot right where the Nazi with the Panzerfaust dropped dead. It appears to be a dead end, but to the left you see a 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 find a few men with itchy trigger fingers. One has a Panzerfaust, so be accurate with your shots.



TIP

If you fall from the roof, either by stumbling off or by getting knocked off by Panzer fire, use the ladder to the left of the truck below. This ladder elevates you to the balcony area where the soldier with the Panzerfaust perches. Dispose of the soldiers with the Mauser from the ladder's top. Jump onto the tiled roof to the left.



At the broken end of the tiled roof, shoot any guards still alive. Turn left at the edge to enter the shattered building. A short walk takes you to a desk holding the Venom Gun project book.

Objective: Infiltrate the Kugelstadt Weapons Factory



Move to the tiled roof. 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 you cross.

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 barring access. Shoot the Nazi that tries to stop you (if you haven't killed him already), then jump over the wall. Run through the wooden door, kill another Nazi, and proceed to the exit. This completes your second objective.



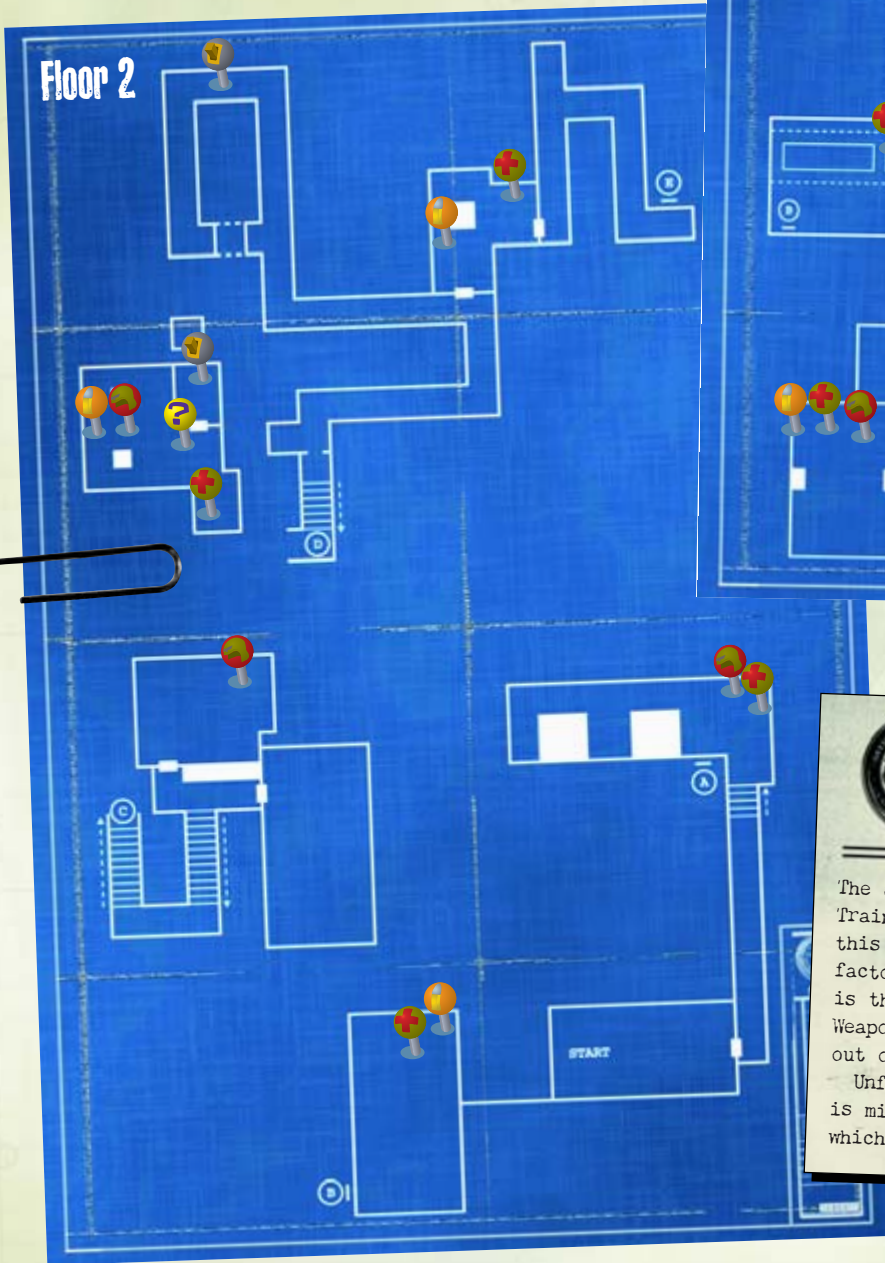
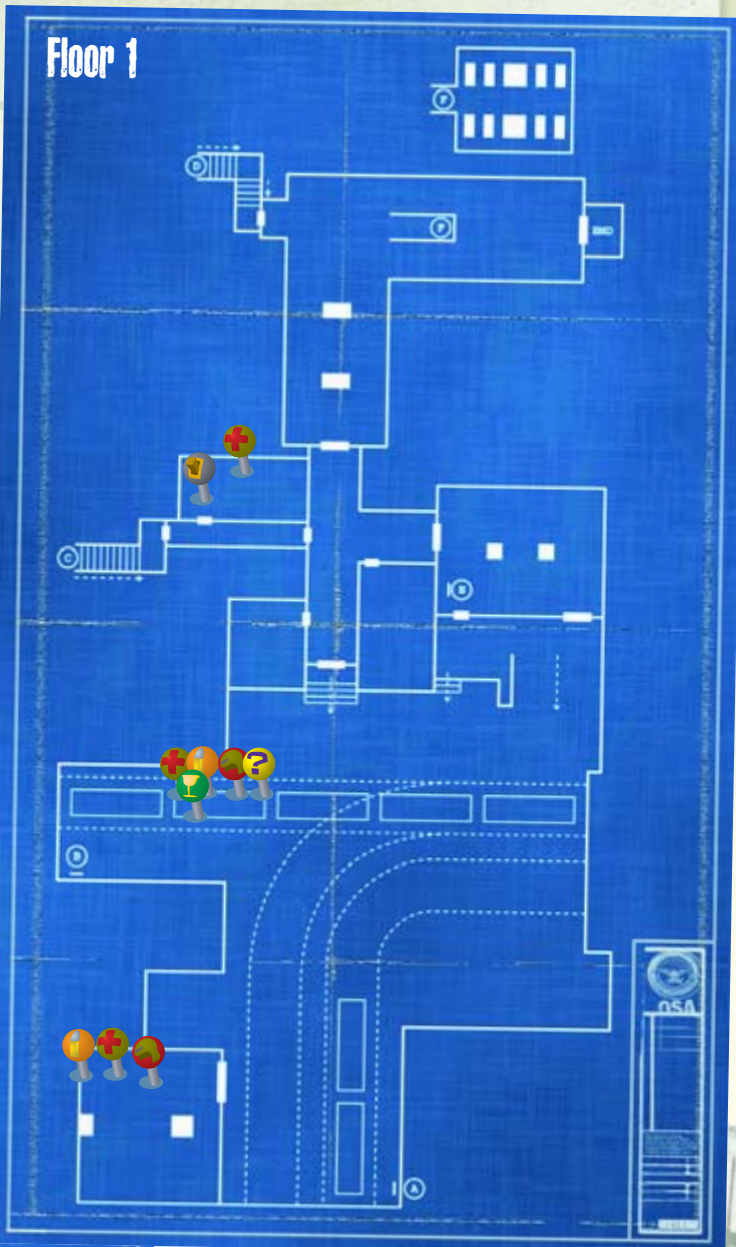
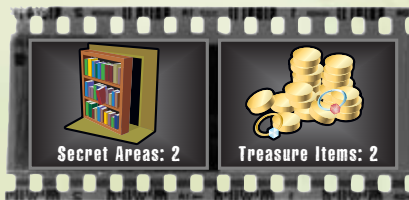
Co-Op Notes

Considering the amount of opposition throughout the bombed factory, it is a huge advantage to have the support of a second player. Run through this mission with guns blazing to both kill enemies and provide cover fire for your partner. As in most missions, work together and communicate to get through the hordes of gun-toting Nazis.


Part 3: The Trainyard

OBJECTIVES

1. Gain access to the main warehouse complex.
2. Locate the primary lift and proceed to the SWF.



MISSION 5:
DEADLY DESIGNS



OSA Mission Orders

The second part of the SWF industrial complex is the Trainyards/Freight Depot. Aerial Recon reports that this area appears to have been less damaged than the factory. The real strategic importance of this area is that it is the only entrance into the Secret Weapons Facility itself, which lies underground and out of reach of Allied bombers.

Unfortunately, our tactical knowledge of this area is minimal at best. 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 positioned in most buildings and on the ground. This walkthrough identifies their initial positions, but they tend to move. You must seek them out and destroy them. The weapon of choice is the Mauser. Proceed with caution and use your scope constantly.

You start in a destroyed building with crumbled walls and shattered windows. Quickly move to your right and through the door, illustrating to the Nazi in the hallway the efficiency of German guns.



Once outside, kill the Nazi to the left, then grab the Armored Helmet and the First Aid Kit and take cover.

By now, a rocket or two may have 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 firing at you from the ground.



Climb down the ladder and quickly bring up your scope again. Three more soldiers emerge from a garage directly across from you, behind a flatbed supporting some heavy artillery. Crouch and

quickly hit them before they scatter. Run into the garage for some much-needed health and armor.



Exit the garage and move against the left wall. Crawl around the corner, 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 on that location—another guard runs around the boxcar for you to shoot.



Don't head through the open boxcar. Instead, move toward the train, around the building you're up against. Drop the guard in the corner and climb the ladder he was standing next to.

Grab the health and weaponry and move to the corner of the roof closest to the boxcars.

TOP SECRET



See the opening on the roof of that boxcar? Jump onto the roof and fall in. Grab the First Aid Kit, Armored Helmet, ammo, and two Gold Bars before exiting the car. You must jump on the small crate and crouch to make it through the small opening.

A hole in the train roof means hobo gold for you.

When you exit the car, move toward the other end of the building. Walk backward, watching for a bad guy on a ledge above. Use your Mauser to finish him before he gets a shot off, then go under the partly 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 above and at ground level. The first is above you on the catwalk directly ahead. Quickly kill him and pivot left. Two more greet you, one at eye level and another above. Send them all 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 Nazis that try to stop you in the T-shaped main hall (if they aren't already dead). 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 back to the T-shaped main hall. The double doors ahead are locked. Go through the single door at 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 with the dead guard and grab the First Aid Kits on the wall. Activate both switches on the wall behind the desk. The lights above the locked doors change from red to green to show they are now unlocked.



Exit the room and take a right through the newly unlocked right door. Climb the stairs to find two more doors. Behind the right door is nothing but a trigger-happy Nazi. Blast him. Behind the left door, kill two Nazi scientists and pick up a brand new Flak Jacket, the latest fad in the consumer-unfriendly Third Reich.

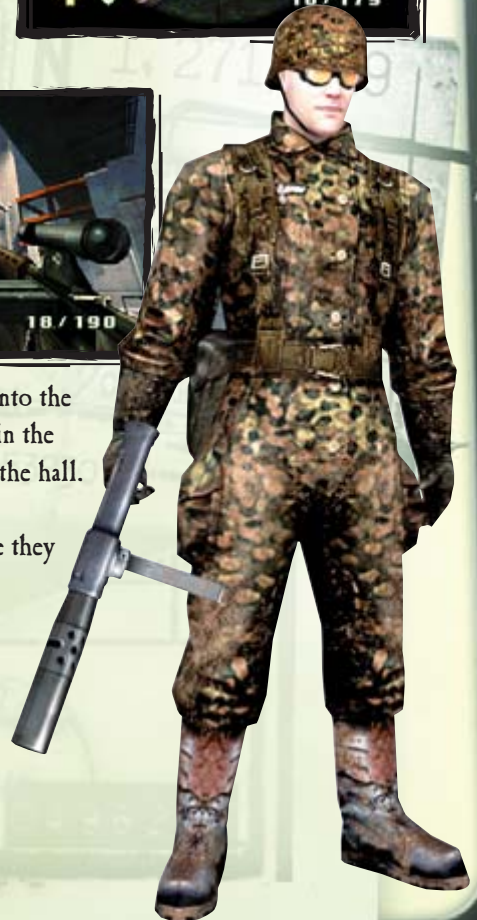


Head back to the T-shaped hallway and enter the previously locked set of double doors. Drop the soldier on the floor ahead of you (he may be behind the shelved boxes in the center). Another soldier is a little to your left, atop a catwalk at the far end of the warehouse. Use your Mauser to dispatch him.

Hug the wall to your left and aim above and behind you. Another crafty Nazi is on the catwalk above the doorway you just came through.



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 can hurt you.



After the fighting subsides, duck into the open doorway on the left side of the warehouse and travel up to the catwalks. When you reach the metal ramp, beware: A window to your left gives a sly soldier an excellent opportunity to take a few shots at you.



Run around the catwalk and move into the first door you come to, where you may find a guard to kill. Ignore the nearby door; it leads back to the warehouse you were in previously. 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

Hop onto the railing, then jump across to the free-floating platform. Turn left and take aim at the soldier who fired at you from the window earlier—unless you already painted the room with him. Leap onto the platform with 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 so you can return easily 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, as well as the button behind it, powering up the lift to take you into the SWF.



Head back to ground level and run to the section of the bottom floor that you skipped earlier. There you find a now-open elevator. Jump inside to complete the objective.



CAUTION

As you near the elevator, two X-Shepherds jump out from crates on each side of the elevator doors. Quickly unload gunfire into these lethal pups.



NOTE

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 of the equipment to dispose of the first guy. Move back to the center of the room and finish the other. Leave no Nazi standing!

Co-Op Notes

The Trainyard is a perfect place to play team hide-and-seek. Let the Nazis hide while you and a partner seek. Stick close together, separating only to flank known soldier locations. With this tactic, you can rush through both the Nazi opposition and the Trainyard virtually unscathed.



Once you reach the Trainyard itself, one player can clean out the garage area while the other takes on the train passengers. Splitting up the task of killing X-Shepherds also helps get you into the elevator alive, ending the mission.

Part 4: Secret Weapons Facility



OBJECTIVES

1. Locate Deathshead's U-boat pen.
2. Obtain information on Deathshead's destination.

 Secret Areas: 4	 Treasure Items: 0
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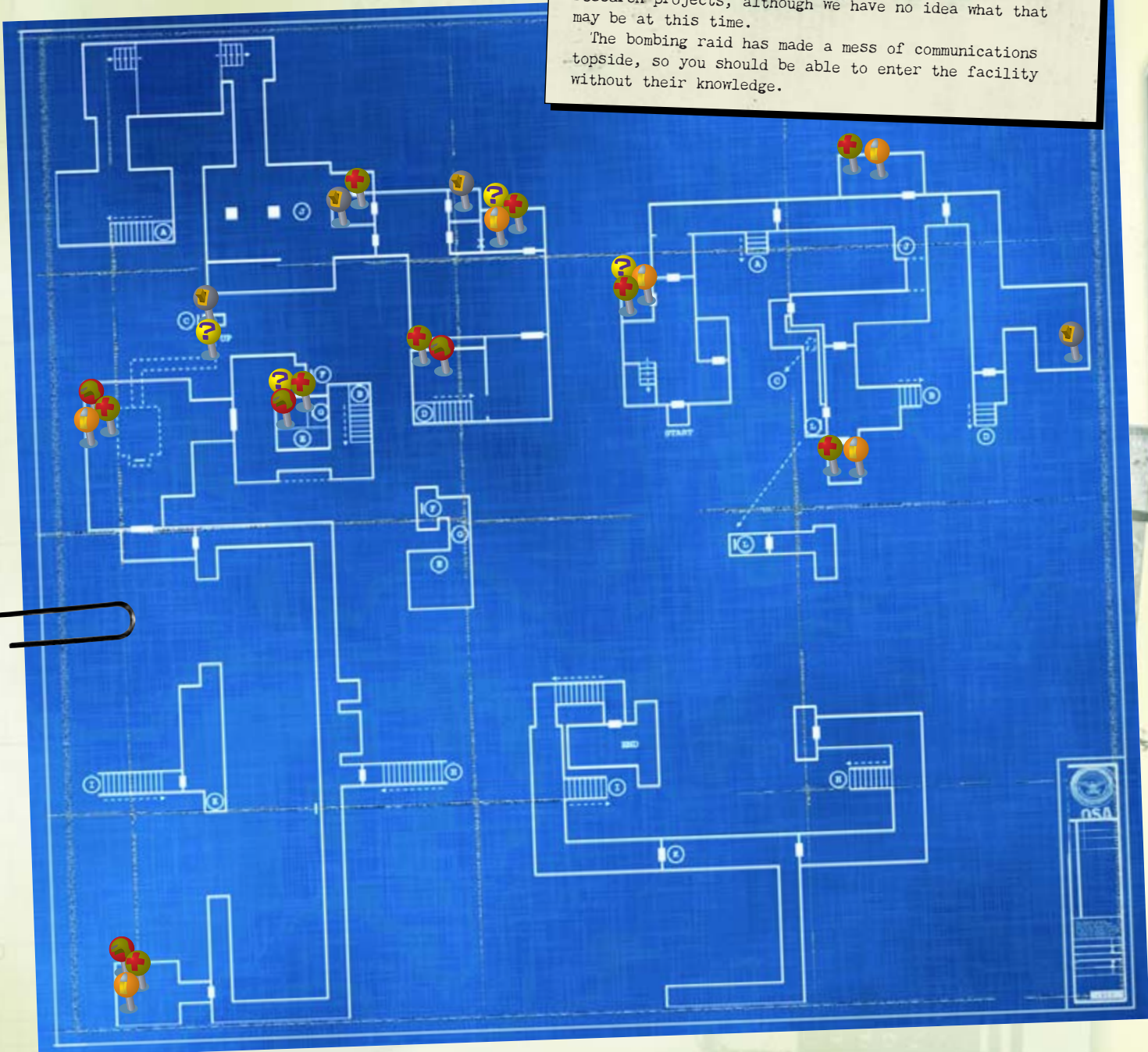


OSA

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 at this time.

The bombing raid has made a mess of communications topside, so you should be able to enter the facility without their knowledge.



**MISSION 5:
DEADLY DESIGNS**

Objective: Locate Deathshead's U-Boat Pen



Two doors are visible when the elevator doors open. A guard is behind the closest. If you don't go in and get him, he comes out to get you. The far door opens when a curious soldier comes to investigate the commotion. Kill them both, and any that follow, then turn and face the five large cylinders set against the wall.

investigate the commotion. Kill them both, and any that follow, then turn and face the five large cylinders set against the wall.

TOP SECRET

Blow up the cylinders to access a Secret Area. Crouch and get the First Aid Kits, armor, and ammo.



Leave the area through the double doors and head down the stairs ahead. Continue until you come to a raised platform. Cap the two Nazis who get in your way, then descend from the platform. Stop

shy of entering the tunnel. Pull out your Mauser and snipe the soldiers at the end of the hall.

When the place is empty, continue through the tunnel. A gunner is on the upper level to your left as you exit the tunnel. He has no cover from your barrage, so you can easily dispense with him.



The two doors in this large room are locked. Use the stack of green boxes to jump to the suspended box, then jump to the upper level. When you reach the second level, spin around and check for bad guys waiting for you.



Of the three rooms that 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 at right. An unsuspecting victim stands around the corner. Kill him 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 as mean as it is ugly. You get to 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 him with a couple of rockets or a clip from your Paratrooper Rifle. Grab the X-Shield, the Venom Gun, the ammo, and the First Aid Kits on the shelf. Equip the Venom and feel the power.





NOTE

The X-Shield makes you temporarily impervious to enemy attack.



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.

Use your new weapon on two more Lopers in 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.



No sooner are those pesky Lopers dead than it's time to fight another. Activate the switch on the wall where the second Loper was hiding. A cell opens next to it with another horrible beast inside. 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. Clean it of First Aid Kits and ammo before you leave.



Given this shoddy construction, no wonder they're escaping.

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 through to the next room.



Stay close to the door and torch, shoot, or explode the Nazis inside. Keep out of the way of incoming rockets. Use the green boxes to get to the second floor. The

barriers have fallen and you can now move to the other side. Move down the hall and through the next door.

Enter the room across the hall and kill the guard there. Pick up the First Aid Kit and ammo you find and return to the hall. Move to the stairs and get ready for action. Nazis rush to meet you. Welcome them with your gun blazing.



Go down the stairs and around the corner. Before you pass through the set of double doors, shoot the Nazi who rushes down the hall. When he drops, enter the 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 rushes in to save his friend.

TOP SECRET

Jump into the water and break the grate behind the large pipes. Crouch and crawl through to the other side of the small tunnel. Take some air and swim on until you come to a small room with a ladder on the right side. Climb out of the water into the Secret Area and move to the next ladder.



Jump in and break the grate behind the two large pipes.

TOP SECRET

Activate the switch next to the ladder and climb up. When you reach the top of the ladder, turn around and follow the tunnel until you reach 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 and backtrack to the bottom of the ladder you just climbed.

There is a small vent near the ladder. Open it and crawl through. Head straight and down the stairs until you come to a small metal bridge. Jump over the railing and into the water.

Swim through a small tunnel and up through a hole in the ceiling. Go up one more ladder to find the secret area. Fabulous weapons of mass destruction are yours. Congratulations!



Hop over this rail and into the water.

Exit through the gate, turn left and enter the double doors around the corner. You are where you first jumped in the pool. Pass through two sets of double doors on your left and you are in the U-boat pen.



Objective: Obtain Information on Deathshead's Destination



The U-boat pen is a room containing a holding tank to house a submarine. When you enter, the submarine submerges and exits. Focus your attention on the multiple enemies firing at you from the

tank's edges. 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 very end (ignore the first door you pass). Enter it and collect a pile of valuable equipment, including two Armored Helmets.



Backtrack to the first door you passed and enter it.

Ascend the long flight of stairs and kill the Nazi who enters your line of vision from the left. Take a right and continue down the hall. Go through the door and move to the other side of the bridge.



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, creating an opening. Jump to the concrete landing below. It may sting a bit, but it has to be done.



Ascend the stairs, dispatching the Nazi at the top. Turn right, pass through one more door, run up one more set of stairs, and dance a jig at the top. This mission is done.

Co-Op Notes

Welcome to the world of mutant X-Lab creatures. Lopers are introduced in this level. In addition to being agile, these creatures can tear through you with an electric attack. Both Agent Blazkowitz and Agent One are at risk of being pummeled by these creatures, so stick together to turn the confrontations to your favor.

Once you've sealed the Loper area and made it to the water hole, allow one player to hop in and negotiate the Secret Areas while the other goes ahead to clear out the U-boat pen. The player in the U-boat pen can get to the exit quickly, so don't leave until you get word that the Secret Areas have been visited.

MISSION 6: DEATHSHEAD'S PLAYGROUND

Part 1: Ice Station Norway

- OBJECTIVES**
1. Breach X-Lab's outer compound.
 2. Gain access to main secure lab area.

Secret Areas: 2 **Treasure Items: 4**



MISSION 6:
DEATHSHEAD'S PLAYGROUND



OSA

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 Super Soldier. This is Deathshead's most advanced technology project, apparently combining robotic and biological engineering to create the "ultimate killing machine."

By itself, this Super 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 Super Soldiers, and, if possible, what their connection is to the SS Paranormal Division.

Objective: Breach X-Lab's Outer Compound



You parachute into a desolate area of occupied Norway. Immediately equip the Snooperscope. Its light-enhancing scope makes it the perfect weapon in these conditions. Trudge

forward until a submarine becomes visible. Pull up the scope and ice the lone soldier walking on the submarine 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

directly behind the first. Equip the Sten and quietly distribute a few aimed rounds at the pair. If one gets away alive, he runs off to gather more troops, so be quick and accurate.



TIP

The Snooperscope is indispensable in this mission. Use it to take out enemies at long range. When you must engage enemies at close range, use the Sten.



CAUTION

Don't destroy the generator. The explosion will alert the base to your presence.



Go past the bow of the sub until a raised walkway emerges from the fog. Bring up the Snooperscope. This is the entrance to the compound's courtyard. A guard is pacing back and forth 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 at right. When you move around this box, you notice two soldiers warming their hands by a fire. If you are a quick and steady shot, send them all

to a much warmer place without suffering any damage yourself. When the courtyard is clear, head to the rear of the large building the duo 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, 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.

Quietly enter through the lower door near a large, roll-up garage door. You hear two scientists, oblivious to your entrance, complaining in a room to the left. Use your Sten and give them something real to cry about.



Objective: Gain Access to Main Secure Lab Area



Grab the First Aid Kits and climb the ladder in the garage area of the compound. Before opening the door, look down at the garage floor. Three soldiers waltz in from a door below.

When all three are in view, use the Mauser to drop them with swift precision.

Exit the upper door and quickly eliminate the guard in the guard tower. He may be climbing the ladder. Line him up and fire away. If you hesitate, he sounds the alarm and makes life more difficult for you.



TOP SECRET



Climb down from the garage area, using the steps to the left. You should face no resistance as you walk up the snowy hill to the base of the lookout tower.

From the top of the hill, look to the left to find an icy path along the mountain wall. Walk this path to reach the top of the garage area from which you just came down. Walk to the far end and activate.

Climb down the ladder and collect the four Gold Bars from the red-lighted room. Another successful raid! Climb the ladder and head to the base of the lookout tower.



Walk this icy ledge to get onto the roof of the garage. Watch your step!



Traverse the elevated path until the next tower emerges from the fog. Two guards are in the tower. Use the Snooper to quietly dispatch them.

Edge along the path until you come to the tower roof. Climb down through an opening in the roof, making sure to look before you leap. If you didn't kill both guards earlier, you have a Nazi welcoming party. The second room of the tower contains two hanging First Aid Kits if you need them.



The third watchtower is off to the left when you exit this one. The guard carries a Paratrooper Rifle and, even worse, he is probably aware of your presence. 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. It's possible to continue the mission if the alarm sounds, although this walkthrough was written with stealth in mind. If you don't maintain stealth, enemy placement and movement are different from descriptions here.



CAUTION

From here on, guards are more dangerous. Most carry Venom Guns or Paratrooper Rifles that fire very rapidly and accurately. 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. A guard is across the courtyard in the building, under the raised Nazi flag. Hit him from long range with a Snooper round.



The unoccupied building directly ahead of you contains two First Aid Kits. Grab the kits and head to the building next to the radio tower. Open the door cautiously—a soldier waits inside. Two more First Aid Kits are your reward.



Enter the courtyard and run to a small kiosk near the sliding doors. Activate the switch inside to open the nearby doors and grab some ammo.

Move through the doors and run to the end of the long tunnel. If a guard is stationed on the walkway above the tunnel entrance, kill him. Ignore the entranceway to the right of the tunnel entrance; it's a dead end. You will find a Nazi here if he was not posted above the tunnel.



Prepare for a bloody confrontation after you move through the door. At least four Nazis pound you with Paratrooper Rifle and Venom Gun fire. Most enemies are to your right as you enter. One is directly behind the door (or, if not, in a room down the hall). If you are being pummeled, exit the room to regroup and reload.



TIP

Crouch inside the doorway at the end of the tunnel, turn your body to the right, and bring up the Mauser scope. This gives you a great angle on all the soldiers in the room.



When the coast is clear, run down the walkway and enter the storage room to the left to get an Armored Helmet, Flak Jacket, and some Paratrooper Rifles. Directly across from the storage room, on the other side of the garage, is a generator room. Use the stairs near the truck to get inside. Destroy the generator and stumble through the resulting rubble to finish the level.

Co-Op Notes

The player with the Snooper sees a lot of action in this icy escapade. Being stealthy is by far the easiest way to get through this mission alive, but work together closely, using good communication. When the player doing the sniping gives the okay, both players can advance.

Allow one player to move ahead and start clearing the towers of enemies while the other takes care of anything in his wake. Meet up at the tunnel for the final stand.

Part 2: X-Labs

OBJECTIVES

1. Find any documents related to Operation Resurrection.
2. Find entrance to Über Soldat gestation area.



Secret Areas: 2



Treasure Items: 5

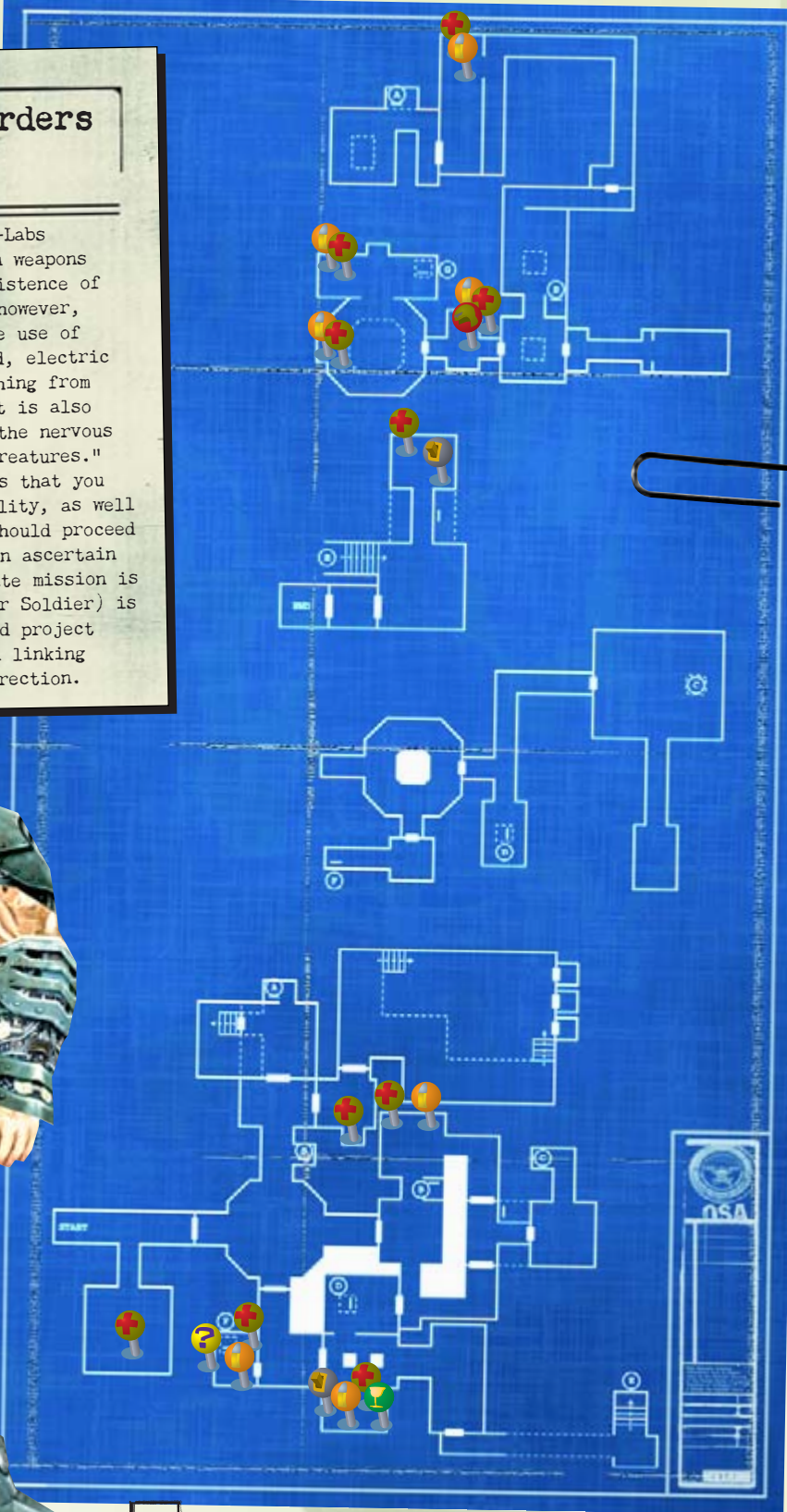


OSA

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."

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" (Super 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.



MISSION 6:
DEATHSHEAD'S PLAYGROUND

Objective: Find Any Documents Related to Operation Resurrection



NOTE

Now that you've perfected stealth, use all that extra ammunition you're carrying around. Enemy forces are aware of your presence from the outset and don't hesitate to try to end your rampage. Shoot on sight and shoot to kill.



You begin in a white-tiled corridor, obviously the entrance to a scientific facility. Speaking of scientists, two Luger-toting, data-crunching geeks await you in the room to your right. Give

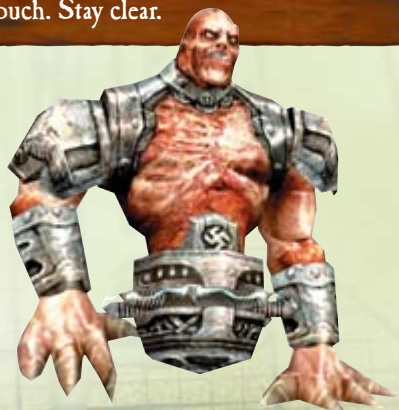
them a crash course in ballistics, then grab the medium-sized First Aid Kit on the shelf at the rear of the room.

Go through the set of double doors into a large, two-story chamber with four doors (including your entry door). Two soldiers guard this central area, one straight ahead and the other 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. Stay clear.



The door you stepped through is unmarked. The other doors are numbered 1, 2, and 3. Move into the central area and shoot a guard who shows his face from door number 3.

What's behind door number 1? Two more guards. Show them some of your beat-down hospitality.



Head through door number 1. The cowering scientist seems to be deathly afraid of something. Well, surprise! It isn't you. Could it be the Loper in the cage to your left? Take a few steps

forward to find out. Apparently the Nazis underestimated the power of their creation and built the holding cells a bit too weak.

Retreat 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 hallway with ammo and medium First Aid Kits. Finally, you get to a catwalk above a large

laboratory where you get a front row seat to chaos. Don't worry: The scientists have bigger problems than an Allied infiltrator. You have to face those Lopers later, so it's a good idea to 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. 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 hallway is barren except for a single window. Look through the window. When the Loper comes around the corner, use the Venom Gun to send it back to the test tube from whence it came.



Move through the next room. Ignore the ladder on the left for now—you return to it when you start the second objective. Continue along the walkway until you find

two doors, one on either side. The left door reveals a Proto-Soldier equipped with a Venom Gun.

This Proto-Soldier is a tough cookie with some heavy firepower. Duck in and out of the doorway to avoid most of its shells while using your Venom Gun to mow it down.



Eventually, the walking scrap heap crumples. Grab the First Aid Kit from the room behind him.



The other door opens into a supply room. Grab the ammo, armor, and First Aid Kit from 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. Creep into the room until you can see a piece of it, then rain bullets on it from above. When it drops motionless to the ground, run around the room and pick up the Grenades and First Aid Kit from the shelf. Continue on.



CAUTION

The Loper on the floor below can make the jump onto the railing above.



Before descending the ladder in the next room, take out the guard next to the control terminals and grab the ammo and First Aid Kits from the shelves. 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. Grab it to complete the first objective.



Objective: Find Entrance to Über Soldat Gestation Area



Backtrack to the room where you saw the scientist smashed against the glass by the Loper. Descend the ladder in that room to the lower level.

When you exit the small enclosure, the left and right paths both lead you straight into the clutches of an X-Shepard, a Nazi rendition of man's best friend. Take the right path to pick up the First Aid Kits and ammo from the various shelves. Bring up your Venom, round the corner, and lay into the X-Creature.





While you're at it, run around to the other side and take care of that dog, too. Unlike the Loper, these beasts are equipped with artillery and a close-range bite. To outrun their artificial fangs, backpedal

as you fire into these mutts. When you have put them both down, enter one of the doors they were protecting.

You haven't eaten anything lately, have you? It's time to go for a swim. Jump into the small pool and follow it until you come to a large room with a gray metal door on one side and a hallway on the other.



TIP

You start taking damage if you hold your breath too long, so capitalize on every opportunity to grab a quick gulp of air.



The hallway 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 a set of metal doors.



TOP SECRET



Swim to the left around the large pillar and through yet 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!



The Secret Area lies through that tunnel.



The door out of the Secret Area is locked. Look out the window to watch a wandering Proto-Soldier 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 the sweet sounds of it shutting down.



Electric currents block your path. Dive back into the water and return to the room with the four pillars. The ladder takes you up and out of the pool.

After you exit from the pool, move through the doors straight ahead. Take a right into the nearby hallway. If you're lucky, a rogue Loper will kill the prototype here, otherwise you must deal with him.

Either way, you get to disconnect something.





Grab the First Aid Kits and supplies, including an EMP Device from the small room across the way. Here you find another Secret Area.



There is no fail-safe way to quickly dispatch them, but here's a sound course of action: Equip your Paratrooper Rifle after activating the switch and quickly move to the foot of the

stairs. Take a crouching position with your sights on the Proto-Soldier to the left. If you're positioned correctly, it won't have a shot at you. Hit it four or five times with the rifle, then switch to Dynamite.



Sidestep halfway up the stairs, facing the opening. As soon as you see the Proto-Soldiers' guns, drop the Dynamite in front of them and retreat up the stairs. Wait until it

detonates, then move to the raised metal walkway to pick them off as they emerge. If either one survives (most likely both), use your Panzerfaust or Venom Gun to finish the job while keeping close to the cover that the stairwell provides.

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.



TOP SECRET



Smash the tile behind this broken sign to access the switch behind it.

A yellow sign with an "H" on it hangs to the left of the supply room exit. Break the sign and the tiles behind it to reveal a button.

Activate the button and look to the right to find a now-open wall. Climb down the ladder it hides to a hidden storage room containing five Gold Bars. Climb back into the supply room when you have looted the place clean.



Exit to the right, rounding the corner to a double door. A Loper may be outside the door if he didn't take part in the battle with the Proto-Soldier.

Travel through the door

to hear sounds of a struggle to the left. Another Loper battles more soldiers. Kill the hovering holiday decoration and any necessary guards.

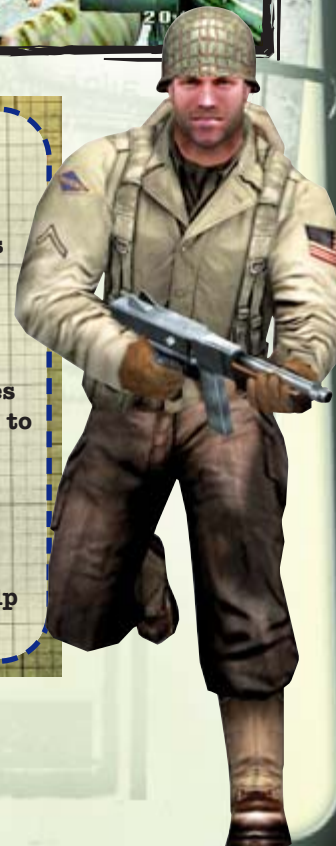
Go across the walkway, down the stairs, and into the control room on the left. If needed, grab the two First Aid Kits. Pull the red lever and two Proto-Soldiers emerge from their holding cells in the next room. This is your toughest battle yet.



Co-Op Notes

Thank goodness for Co-Op. This mission is one of the most ammo-intensive levels of the game, partly because of the many Lopers and Proto-Soldiers. If you can share ammo, two people can slice through the X-Creatures with relative ease compared to going at it alone.

Stick together in this mission to avoid having to take on any of the large enemies alone. Once the beating begins, a call for help may be useless.



Part 3: Super Soldier

OBJECTIVES

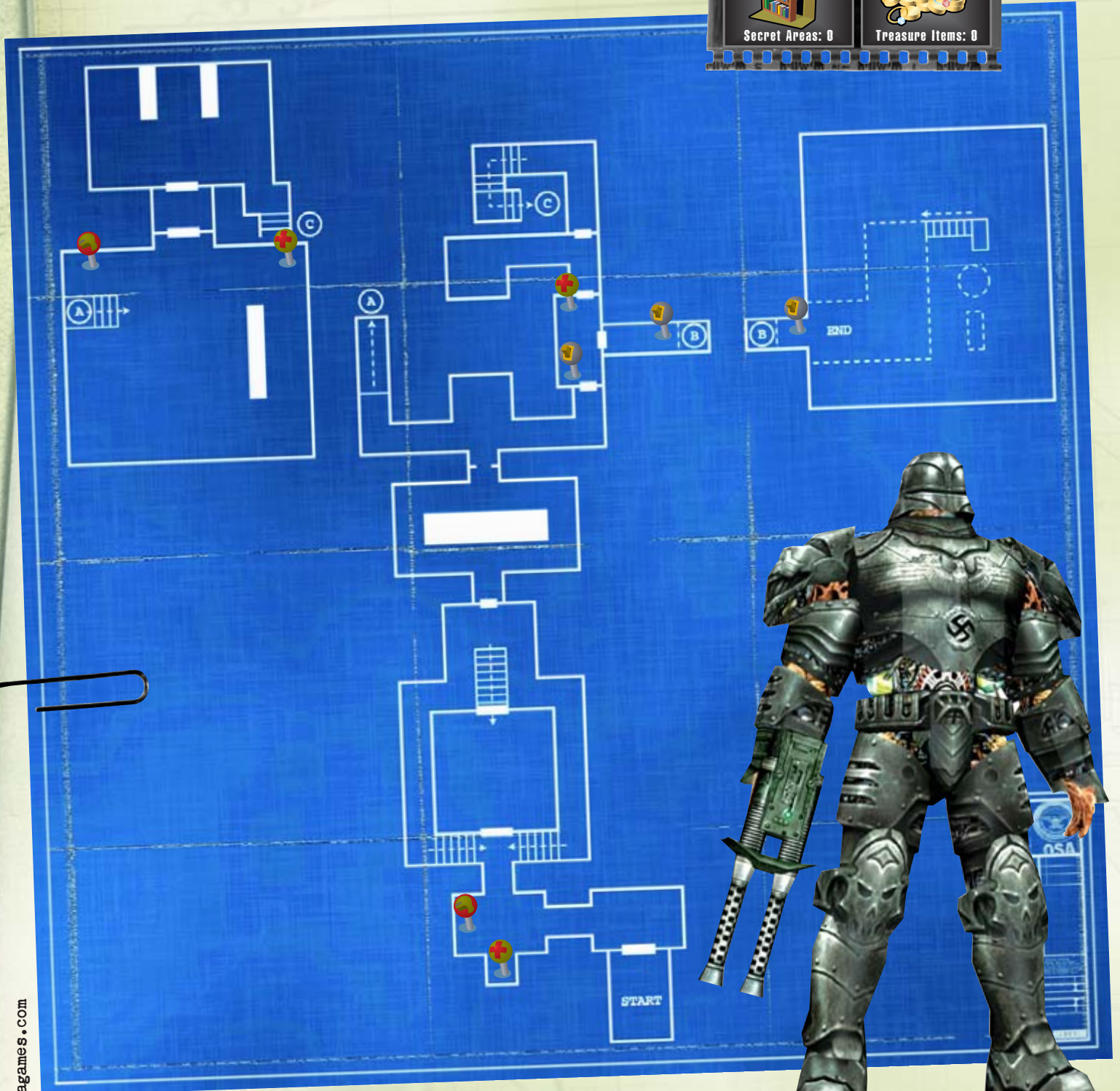
1. Pursue Deathshead to the Über Soldat Test Lab.
2. Eliminate Deathshead's Über Soldat.
3. Locate exit and proceed to the surface.



Secret Areas: 0



Treasure Items: 0





OSA

Mission Orders

NO NEW INFORMATION AT THIS TIME

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."

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" (Super 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.

Objective: Pursue Deathshead to the Über Soldat Test Lab



Activate the red switch. When the door opens, creep around the corner and into the hallway. A Proto-Soldier immediately rounds the far corner ahead. It quickly closes the

distance, so hastily 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 toward the glass doors. They are locked, so go up either staircase (they both lead to the same place). Kill the soldier who confronts you, then double back and go up the other staircase to kill a second soldier.



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 Gun or Paratrooper Rifle until he falls.

It's easier to let him come to you. Just stay out of range of his weapon.



After he's toast, continue until you see a second Proto-Soldier. This one carries a Panzerfaust, so you can't just stand your ground and let the Proto-Soldier have it.

You need patience to kill this one. Hit it with the Paratrooper Rifle, then quickly run to the next corner and hit it again when it appears. Repeat this until it crumbles—simple, and with little or no damage to 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 initiates a cutscene and brings you face to face with the Super Soldier—Deathshead's pride and joy. This one is not a prototype, so he doesn't go down as easily as the rest.



**Objective: Eliminate
 Deathshead's Über Soldat**



NOTE

The Super Soldier's primary weapon is the Tesla Gun. The Tesla fires blue lightning bolts that quickly burn away your armor and deplete your health. It also makes it very hard for you to move, switch weapons, fire, or reload. First and foremost, seek cover from its continual stream.

The lightning cannot travel through walls, so the Super Soldier needs a clear shot to hit you. Place yourself behind pillars or in other rooms to nullify this attack.

The Super Soldier also uses a Panzerfaust. This is nothing new; you have already met and overcome prototypes using this weapon. Stand clear of both the rocket and the splash damage from its detonation.

You know what to expect. Now you need a little information on the arena. The room consists of two levels; the catwalk you're standing on is the higher of the two. The only way down is the ramp on the left side of the room. On the ground level, four support pillars rise to the ceiling. A small control room is on the opposite side. The window in the control room is bullet- and lightning-proof. Scattered throughout the room are cylinders that explode when hit.

Deathshead is so confident in his creation's superiority that he placed two Flak Jackets, two Armored Helmets, and five First Aid Kits on shelves at the rear of the room. Grab them only if you can stay out of harm's way while doing so.

If you haven't formed an idea of how to defeat this thing, we spell it out for you. Run down the ramp as soon as the cutscene ends and position yourself so the nearest pillar is between you and the Super Soldier. As it moves, round the pillar so it can't get a line on you.



CAUTION

As you fight the monstrosity, scientists periodically appear and take shots at you from the catwalk. Kill them by firing through the metal walkway.



When the coast is clear, run to the small control room at the opposite end of the arena. From there, deal with the Über Soldat as you did the prototypes: Duck in and out of cover while pummeling it with everything you've got. Your Panzerfaust and Paratrooper Rifle are extremely effective. Pop out of cover on alternating sides to catch the beast with its back turned—anything to avoid rocket fire.



TIP

Scattered throughout the room are cylinders that explode when hit. Hit these when that Super Soldier is standing next to them to inflict even more damage.



Continue popping out from left to right until your finger is sore from firing. If the creature walks around the glass, shuffle around to the other side and continue the pattern. Turn and take care of the peons firing at you from above when you get a spare second. In time, Deathshead's Super Soldier falls to its knees and crumples on the ground.

Don't forget the two Flak Jackets, two Armored Helmets, and five First Aid Kits on shelves at the rear of the room. Grab them only if you can stay out of harm's way or when the fighting is over.



At the top of the stairs, defeat one additional pesky Nazi and proceed through a pair of doors to the control room that Deathshead recently vacated. Grab the First Aid Kits from the shelves behind the door and head through the door at left.



Objective: Locate Exit and Proceed to the 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

heap of trash that used to be the Super Soldier, then move to the door the scientist just entered through.

Try out the Tesla Gun on the four scientists you confront in the next room. Two are in the left room; the other two are on the right.



After you wipe them out, go up the staircase to the right. Two more scientists try in vain to stop your progress. Use a few bullets to paint the walls with their smart brains.



At the end of the hall, activate the elevator's red lever and take a quick ride to the surface. Push the button to open the door, catching a glimpse of Deathshead's cowardly

escape. Let him wallow in the abyss of failure for a while. In the meantime, you've work to do.

Co-Op Notes

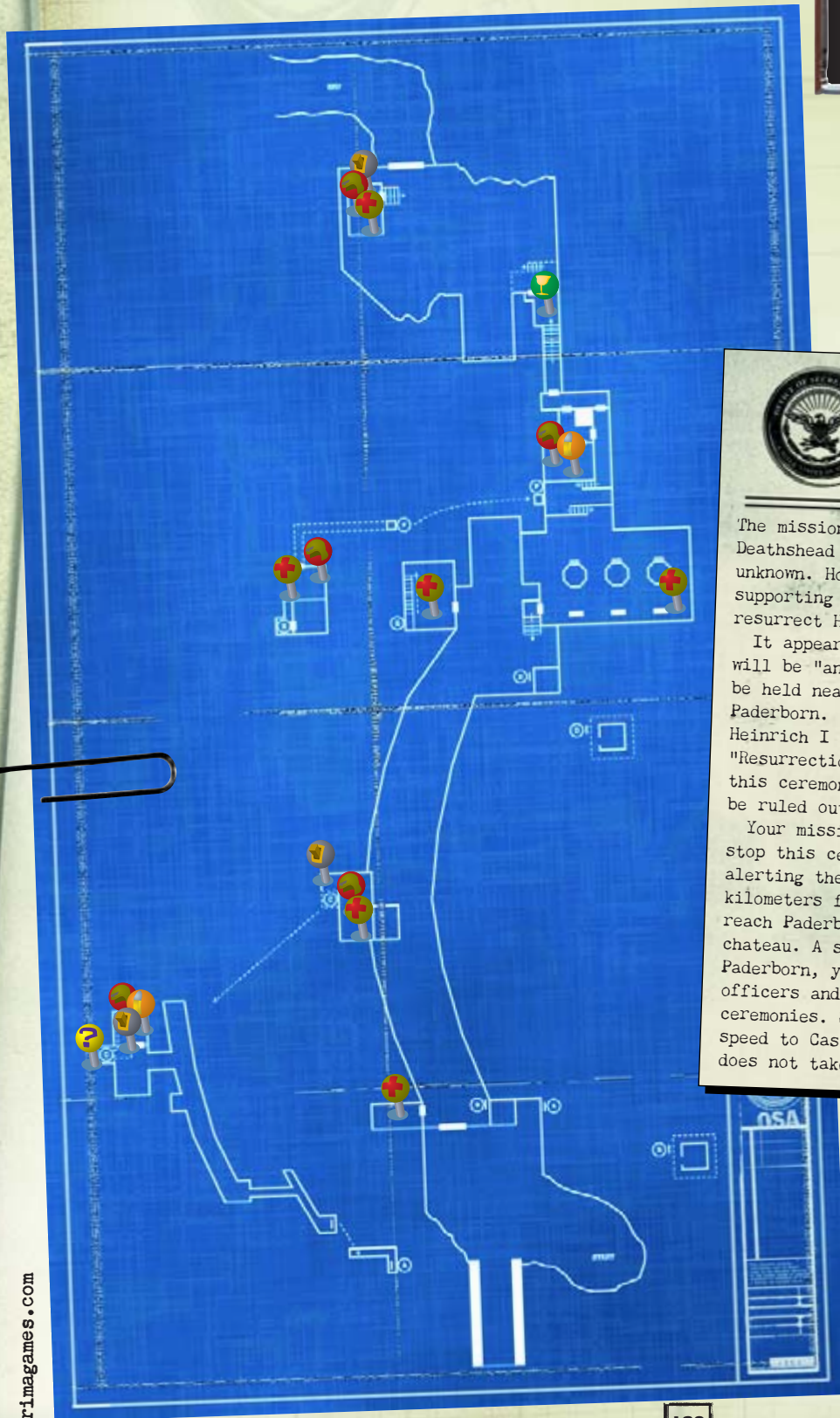
The chance has come to take a whack at Deathshead's greatest design, the Super Soldier. Two people are going to be responsible for its demise—and two people can be dead at its feet if you don't work as a team.

The second Proto-Soldier is good practice for the battle ahead. Let one player get its attention in the hallway while the other player runs the opposite way to start firing behind it. As the Proto-Soldier turns, start firing into its back until it switches directions again. This is the cue for the second player to chime in with gunfire from behind. This crossfire takes down the enemy efficiently, with minimum damage to the team.

Use the same tactic on the Super Soldier. One player draws its fire and attention while the other pops out from behind the glass and unloads into the beast's back, then vice versa. Good luck. You're going to need it.

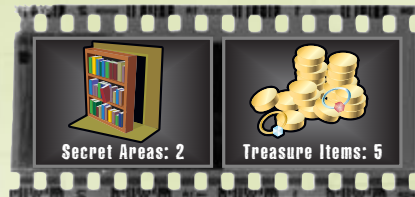
MISSION 7: RETURN ENGAGEMENT

Part 1: Bramburg Dam



OBJECTIVES

1. Get across the Bramburg Dam.
2. Find 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 Super 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 located 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. To reduce the chances of alerting the enemy, you will be airdropped 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 the 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 the "Resurrection" does not take place.

Objective: Get Across the Bramburg Dam

Making your way across the dam isn't easy, but what part of this job is? Sneak down the hill toward the tree near the tower. 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 of the ladder, follow the metal walkway to another ladder. You see a soldier walking on the grating below, and he sees you. A rocket screams up at

you, collapsing part of the walkway. Fire a few bullets into the soldier's head.

Ease your way down the crippled walkway and leap for the ladder leading down to where the soldier stood. Climb down the ladder. Pick up the dead soldier's gun as you pass, and head for a door leading into a hall.



CAUTION

It's a long way down to the water. Keep your feet on the metal walkway and do not go over the edge.



Two armed repairmen are to the right as you enter the corridor at the hall's end. Dispose of them, continue down the corridor, and make 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 elevator and press the button to its right, sending the elevator up unoccupied.



TOP SECRET

After sending the elevator up empty, look at the floor beneath 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 containing the elevator.



Not even an elevator can stand between you and a Secret Area.

Call the elevator down 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 a soldier's head that pops into view. Kill him before he shoots you.



At the top, enter the room on the right and grab the Armored Helmet from the shelves, leaving the First Aid Kits for later, when you need them. Watch for any soldiers who might try to sneak into the room to get you.



When you open the door to exit this room, turn to the left and kill the soldier looking away from you. Another soldier in front of him ducks out of sight if you make noise killing his friend. Kill him from within this small bunker when he shows his face again. Leaving this bunker opens you to gunfire from both ends of the dam, so this is your home until the dam is clear of enemies.

Stay crouched as your first two victims die, then turn to the bunker's right side and grab the machine gun. Use the gun to eliminate the soldiers rushing to kill you.



Objective: Find the Road to the Village of Paderborn

Cross the dam toward the opposite watchtower. Pick up the guns dropped by the soldiers you killed. If a guard doesn't rush to meet you, he's behind the door on your left as you enter. Grab the Hot Meal from the table.

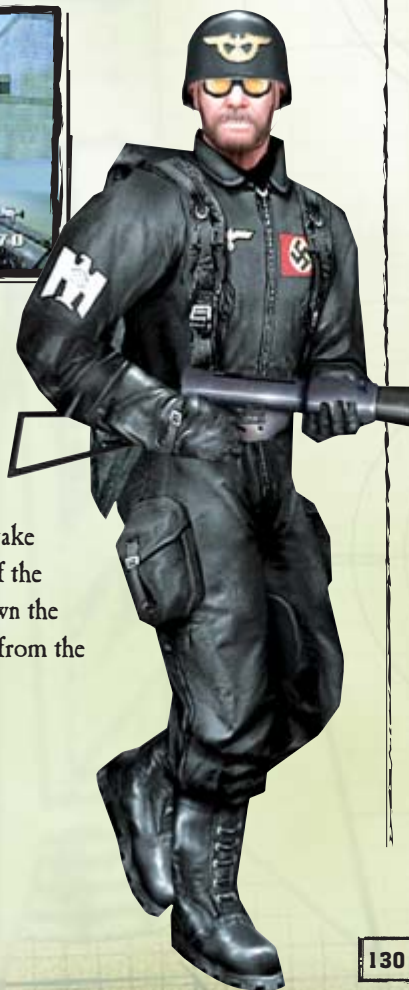


When the soldiers on the right fall, ready your Mauser and aim out the doorway toward the other end of the dam. A soldier snipes from the watchtower to the right at the dam's far end. He may

have come down the tower's ladder in an attempt to do you in. Look for him in the tower or near the ladder, and relieve him of his post with a well-placed shot from your Mauser.



Grab the First Aid Kits from the room you just came from if you suffered 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. Watch for a soldier to take some shots from the other side of the fence. Return fire, then climb down the ladder and enter the room across from the tower for a Cold Meal.



Run to the base of the stairs in this room. Be careful of a Nazi who comes down to meet you. Use your Sten to teach him not to be so foolish.

At the top of the stairs, open the door at left. Open the next door and kill any guards who didn't run downstairs to kill you. Grab the Armored Helmets and the large First Aid Kit from behind the ladder, then climb the ladder into the vent system.



Follow the shaft until you come to an area where you can see down to 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. When the coast is clear, continue down the shaft to a grate. Kick it out and drop to the floor.



As you drop out of the vent, shoot any soldiers who might still be alive or who remained hidden from the last vantage point. First Aid Kits are in the far corner of the lower floor if you need them. 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 go through the door in the opposite wall to enter a lookout room containing a Flak Jacket, Armored Helmet, and sacks of Grenades. Grab your fill, then go through the door opposite the supply room and make a left into the hall.

Take the door at the end of this hall to another hall with a set of 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 soldier 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 out both soldiers before you get hurt.

TOP SECRET



You just scaled a dam, Blazkowicz. This wall should be no problem.

When all is quiet, hop onto the crates to the left and scale the crumbling wall. To the right along the top of the concrete is a floor grate. You know how this works. Break the grate and hop down to get five Gold Bars.

To get out, find the crawl space opposite where you dropped in and follow it under some stairs into another crawl space. Push on a large power transformer blocking the end of the shaft. It moves, putting you into the cage by the door leading back outside. Activate the sliding portion of the gate to get out.

Run to the shack that was once guarded. 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 to find the road leading to Paderborn.



Co-Op Notes

The dam is no place to goof around. Start from the dam's base, down the ladder, and work your way up to the dam's top.

In the bunker, each player can clear a different direction of the dam. When the dam is clear, rush through the remainder of the level and to the road.



Part 2: Paderborn Village

OBJECTIVES

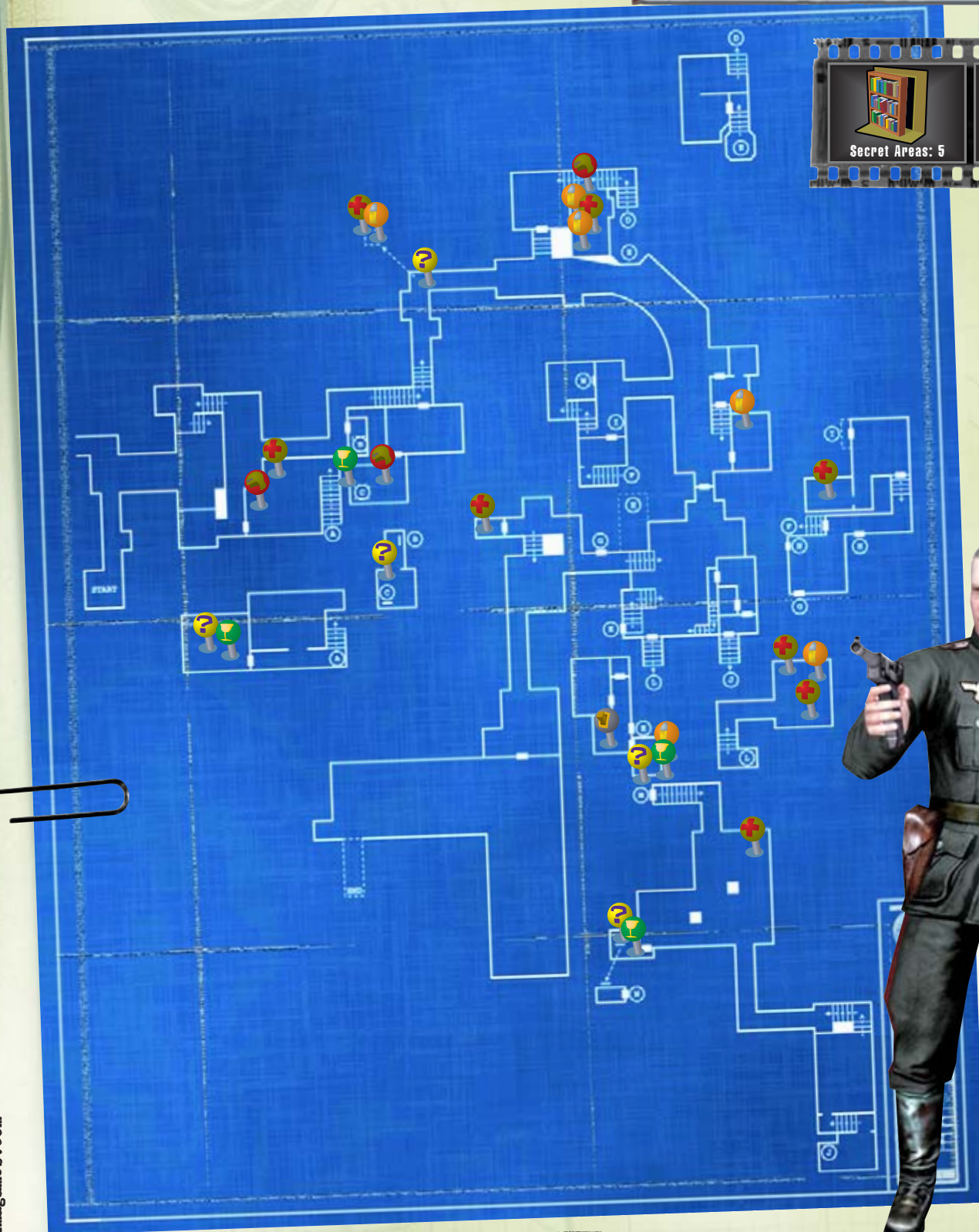
1. Eliminate personnel.
2. Ensure alarm is not sounded.
3. Gain access to Chateau Schufstaffel.



Secret Areas: 5



Treasure Items: 10





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. 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.

Objective: Eliminate Personnel



TIP

All right, Agent Blazkowicz, 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 entirely on silent weapons: the Sten, the Snooper, and the Combat Knife. Kill within seconds any guard who sees you, or his shouting raises the alarm. Any gunfire—with the exception of 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 set of stone stairs that leads to another walkway. Watch for a patrolling guard's head as he strides back and forth. Move when he's past your position.



Get to the higher walkway's wall and scoot to the base of the stairs for a closer look. Inch part-way up until you see the guard's helmet. Wait for him to head away from you.

Crouch-walk up the rest of the stairs and get to the walkway he patrols, then gun him down with the Sten or boldly sneak up and use your Combat Knife.



NOTE

This is the only area where sustained gunfire won't result in a general alarm. You could charge in with a yell and guns blazing. A couple of other Nazis rush out at you, but the sirens won't sound. This is, however, a great place to practice your sneaky methods. You need them for the rest of the level.

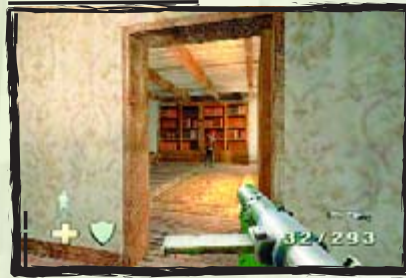


When the guard is laid out on the cobblestones, pass the archway to your left and go to the wooden door in the alcove. Open it to see a pair of Nazi officers chatting amiably by the fire. Use the Sten to snuff them. Go for headshots to dispatch them. It's best if they don't shout or shoot.



TIP

If you're mostly hidden and hear an enemy say "Is someone there?" then you're still 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, and the table holds a Hot Meal. Sneak up the stairs to the fireplace's left and find a library to your right. The Nazi officer inside is your first SS Paranormal Division target. Gun him down with the Sten.

If the officer was alerted to trouble, it's a different story. He might hide in the closet next to the fireplace in the library or he might run down the stairs to get the jump on you.

Be prepared for anything. When he's dead, visit the room next to the library.



MISSION 7:
RETURN ENGAGEMENT



TOP SECRET



The officer's goods are in the other upstairs room. Bust open the chest at the foot of the bed to nab a Gold Bar.



This chest holds some nice Gold Bars.



When you finish ransacking the place, head downstairs, leave the house, and return to the walkway where you killed the first guard. Go through the archway you passed earlier and turn the corner.

TOP SECRET



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. Go down the ladder in the small room, cross to another ladder, and climb it. Open the trapdoor at the top to enter another secret area. There's a treasure (three Gold Bars) on the shelves.

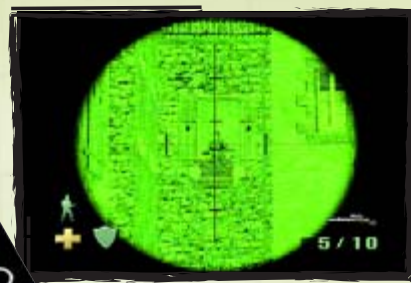


This tiny door is the gateway to a stealthy approach, as well as to a load of loot.

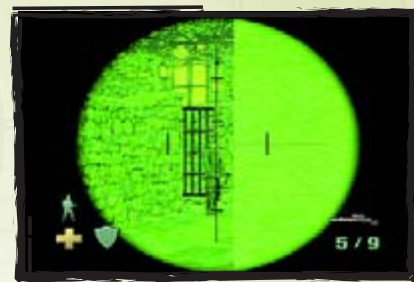
Go out the standard door that leads to a short hall. You hear an alchemist cursing his failed experiments. Open the door at the hall's end and walk forward in a crouch. The alchemist won't notice as you sneak up behind and knife him.



Head for the main door to the right of his workbench. Switch to the Snooper, then open the door. In a window across from you is a lazy Nazi guard. He's not expecting trouble, so pop him with a silenced Snooper bullet.



Move ahead to the corner almost directly under the window. A guard lolls about outside a house gate. Nail him with a Snooper shot, then position yourself under the window of the guard whom you shot from the alchemist's.



TOP SECRET

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 to it, then crouch into the window. You find a First Aid Kit and five Snooper bullets. Pick 'em up and climb down the pipe.



Climb up the drainpipe to the window.



TIP

If you haven't fired five Snooper 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 a short flight of steps and through a door. A woman cowers when you enter this room.

Leave her be and sneak up the short flight of stairs in the room's right corner.

Two Nazi officers discuss dinner. Crouch-walk in, get as close as possible, and give them an after-dinner fusillade from the Sten. In this dining room are two MP40s, two Armored Helmets, and two Hot Meals.



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 Snooperscope. A guard patrols a small

platform to the left, walks, then goes through a door. Wait for him to come out onto the platform, then shoot.



Down he goes. And now, down you go. Take the stairs down and exit the house, taking a left when you go out the front gate. Run down the street, but stop at the corner where it

turns right. Bring up your Snooperscope and look at the decorative gate at the end of the street. A guard patrols behind it. Don't shoot him yet, but make sure he is looking away before jamming down the street to a small door left of the gate near some small steps.

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 of the bars. Plaster him across the far wall, introducing yourself to the third key SS Paranormal operative. Pick up the Grenades to your left, then go out the small door.



Check that the guard on the other side of the gates has his back to you, then go through the large archway across the street. Turn left on the other side to a balcony above you. Its doors open and a Nazi strides out to admire the moon and whine about his wine. Stay under the balcony, out of sight, until the man says, "See that you do, Kempf!" Don't kill him yet.



Go down the nearby stairs to a weathered wooden door. You're in the wine cellar. Blast the Nazi staring at a wine rack, and pick up a couple of First Aid Kits to his left if you need them.





Ignore the casks for now and run up the stairs that are deeper into the cellar. Move fast—no one else is down here. There are several sets of stairs, so keep moving until you come to a wooden door.

Push through the door until you come to a fireplace and hear a soldier come in to warm up. Let him get to the fire before you blow his helmet off. Return to the cellar.

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.



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.

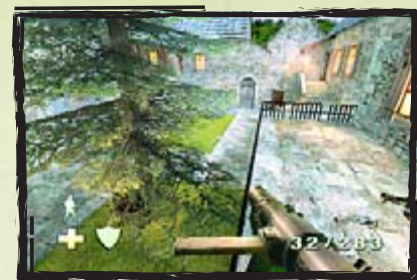


Climb the ladder in the Secret Area and go through the door at the top. Walk straight out and turn in to the hall on your left. Don't go down the hall. Stay in the corner and watch the door in the wall with a window. In a moment, it opens. Crouch-walk down the hall until you see a guard outside the door. Pop him before he raises the alarm.



Continue down the hall and follow it to the left. Open the door at the end, and you're in the room with the balcony you previously stood under. Another of the personnel on your hit list is in a small office to the left. Give him the special treatment, and pick up a First Aid Kit if you need it. Go to where you shot the last guard.

Go onto the patio the guard patrolled and jump over the rail into the courtyard. Head toward the wooden door at the end of the yard opposite the patio from which you just jumped. Go inside and down the stairs.



You find a drunken Nazi. Kill him 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 Snooper.

Return to the courtyard above and up the first set of steps on the left. Arm the Sten and open the door. Silence the guy behind the table with your Sten. He was the key SS Paranormal operative you were looking for. Before you leave, look at the picture behind the general's desk.



TOP SECRET



If you haven't already shot it, destroy the picture behind the desk to reveal 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.

After you throw the switch, this door opens. Get that chair out of the way.

Objective: Gain Access to Chateau Schufstaffel

Return to the courtyard and go down the steps, then climb the steps adjacent to the ones you hopped down. Silence the guard patrolling here with your Sten (killing that guard fulfills this objective). Use the Sten on that Alarm Box farther on, too.



Objective: Ensure Alarm Is Not Sounded



Bring the Snooper to your shoulder and look in the tunnel on the area's opposite side for the pair of Nazis 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.



much noise as you want, because he is the last guard who can set off the alarm.

Step over his body and run straight ahead. Look for the cellar doors against a chateau wall. Trip down the steps and you're out.



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

Co-Op Notes

This mission can be harder with two people than one. The person with the Snooper must take care of all the long-range killing while the other player waits. Both players must remain silent no matter how tempting it is to unload on unsuspecting Nazis.

Experiment with letting one player clear out areas where there is no threat of being seen while the other player does the same in a different area. If you split up, be sure you have taken out the Nazis patrolling the streets and lurking in windows so they don't catch you.



Part 3: Chateau Schufstaffel

OBJECTIVES

1. Eliminate General von Shurber.
2. Locate the chateau's rear exit.



Secret Areas: 2



Treasure Items: 7

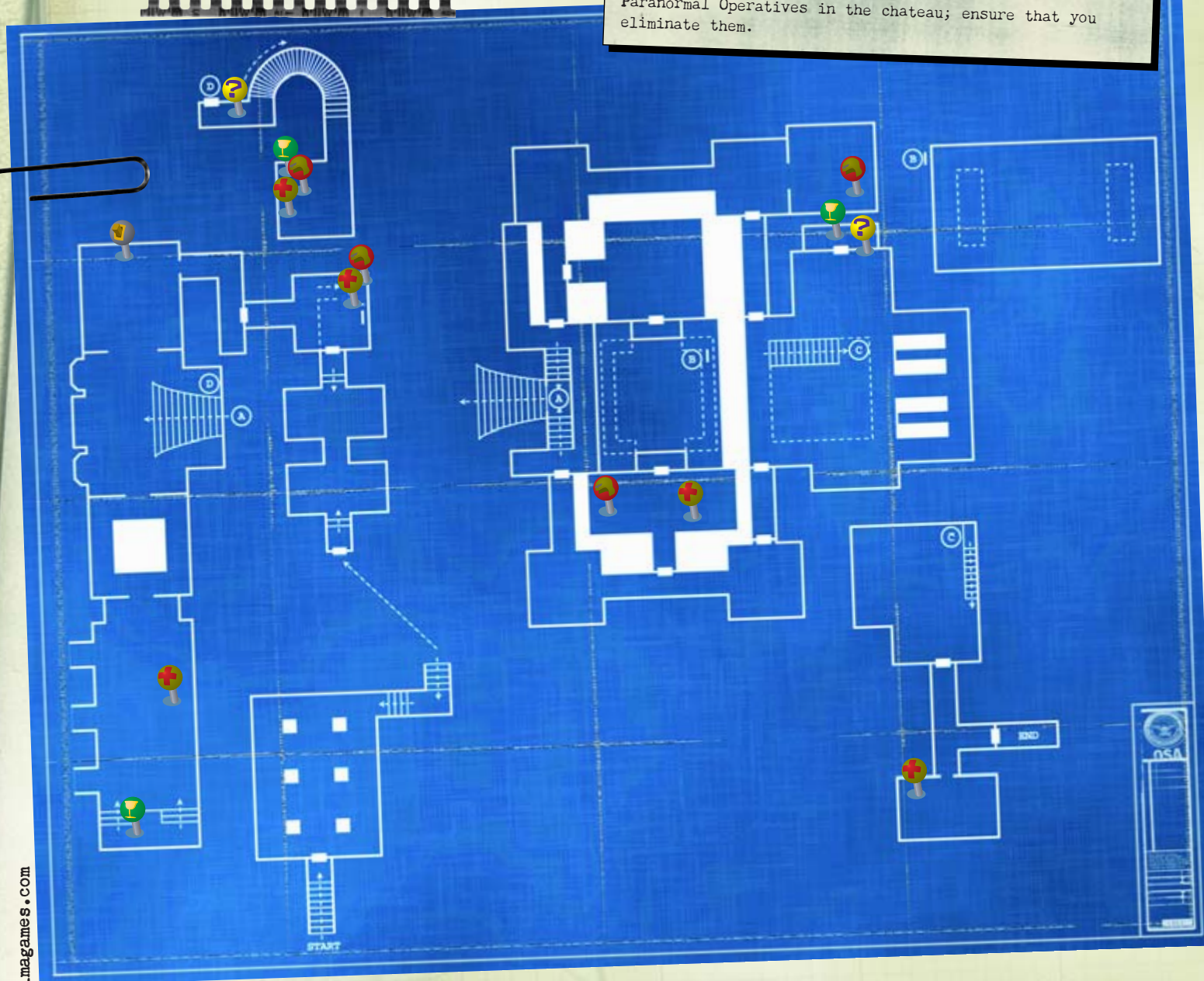


USA

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: Eliminate General von Shurber



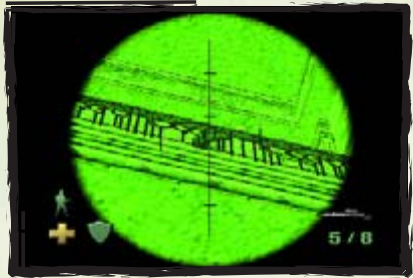
NOTE

After all that sneaking around, you're probably itching to slice through the Nazi troops like an axe through butter. The chateau provides that chance. Don't go crazy right from the start, though; there's important information to hear first. To get it, stay in stealth mode for a little bit longer.



Arm yourself with the trusty and quiet Sten and head into the wine cellar in front of you. At the back, run up the first flight of stairs. A soldier is 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. The guard there hasn't heard you kill his friend and is still patrolling. Zoom in with the Snoopers scope and drop him before you move into the open.



You shouldn't see the talking soldiers from this position. 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 the Nazi pair. The bonus is that it's a stealthy maneuver and doesn't alert other guards.

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 over to the corner but don't peek out yet. Listen to the officers talking about the evening.



NOTE

If you're up to a challenge, continue on the stealthy path. It's difficult, but not impossible. The first step is to get rid of these officers. Use the Snoopers to kill one of them. Wait until his body hits the ground, then kill the other. Move up and knife the guard. If you succeed, you see a ceremony in the room past the staircase.

Now get noisy! Get the two officers first. They don't fight on the front lines. When they fall, the whole place is alerted to your presence.



TOP SECRET



Momentarily safe, turn around and admire the fireplace mantle. A huge portrait of Hitler



Put a bullet in der Führer's forehead to reveal a switch.

hangs above it. Shoot the painting of the beyond-evil dictator to reveal a switch with a swastika. Shoot the switch and a secret door unlocks under the lobby's staircase. Run to it and down the cramped stairs revealed there. A comfy sitting room is down there, containing a First Aid Kit, an Armored Helmet, and a Chalice. Go up the stairs and exit.



Pass by the main stairs in the lobby and enter the room across from the fireplace. You find a meeting hall containing a few Elite Guards. Kill them, then grab the two Chalices on the stage. They also left a Hot Meal on the table.





It's time to go up the main staircase. However, a couple of guards have taken post on the balconies to the left and right of the stairs. Ready your Mauser and take aim at the guard sniping at you

from the balcony ahead as you leave the room you just occupied. From the base of the stairs, do the same to the other sniper on the balcony to the right.

Head up to the stairs to the right and push through the double doors there. The hall doglegs to the left, where you meet a Nazi paratrooper. Shoot him down. On the left wall is a single door, which he came out of. Open it and raid the room of two Hot Meals, an Armored Helmet, and a Flak Jacket. Help yourself, then open the balcony doors. A soldier is here if you did not kill him earlier with the Snooper.



Hop onto the marble ledge and walk to the balcony on the courtyard's opposite end (this is the same courtyard you crossed at the start, but now you're up high). Ignore the ladder to the

roof for a moment. Instead, jump to the balcony and go into the room attached to it.

An officer is enjoying some piano music. Kill him and read the note on the table. Oberführer Blavatsky is confident that the ceremony will succeed. Find the door that leads out of the piano room and into a hall beyond, taking out the two soldiers in the hall. Turn right into the hall and turn the corner.



Walk to the opposite end of the hall and into a room. The big guy wearing a hat is General von Shurber. He's a tough bird and does some serious damage with a pistol. Paste him to the wall like all the rest to clear the first objective.



Objective: Locate the Chateau's Rear Exit



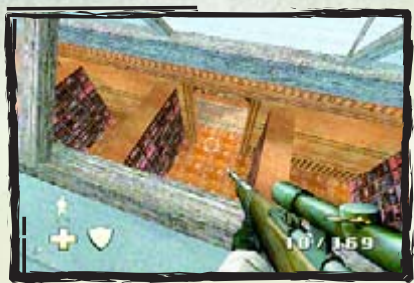
Now that the general's dead, it's time to get the heck out of here. Go to the balcony and jump to the ledge. Climb the ladder to the roof. Have a gun handy, because you will find an angry, heavily armed Nazi or two.



When the roof is clear, check out the skylight closest to the ladder. Arm the Mauser and snipe at the goons below. Wipe out as many of them as possible (it makes your life easier later), then move to the second skylight.



This skylight looks down on tall library shelves. Smash some windows in the skylight and drop to a set of shelves. If you land on top of the shelves, rather than fall to the floor, you won't suffer any harm.



Move to the landing next to the library 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.



Three foes are at the hall's end. Two are behind an overturned table and one of those 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.



TIP



The big danger is the Panzerfaust. The rockets fly slowly, so you have time to dodge when they're fired at you. Concentrate on the soldier holding that big gun and quickly put him down.

TOP SECRET




Check out the fireplace tools on the right side. Activate the poker, 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.



Run past the hall to the left and into the room containing the overturned table. Grab yourself a shiny new Panzerfaust. There are also a couple of Hot Meals if you're feeling

peckish. 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 to see a door ahead of you. Stroll out the exit as the theme music blares.



Step out of the fireplace and head down the staircase. The double doors on the landing lead to places you've been. When you reach the bottom, step near the double doors and 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.

Co-Op Notes

There are a lot of enemies to face in this level. That means good times for all—unless you haven't figured out how to kill Nazis yet.

Stay together for the beginning of the mission, splitting up at the ledge over the courtyard. One player can go after the general while the other cleans out the roof and library. The player in the library can open the two sets of double doors left of the fireplace, which open to the room where the general was. That way the second player doesn't have to climb the roof. Join forces from there.

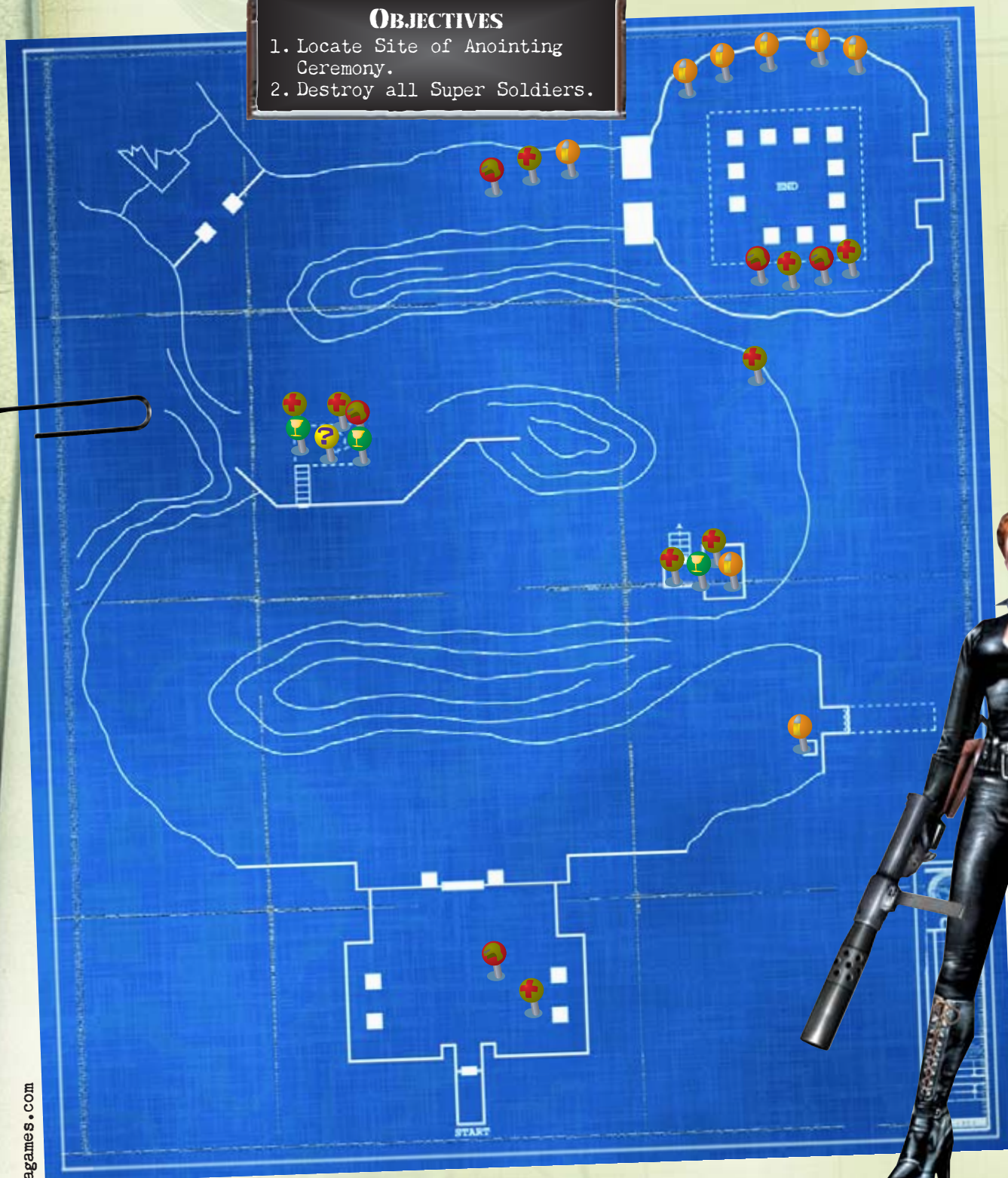
Part 4: Unhallowed Ground

Secret Areas: 2

Treasure Items: 13

OBJECTIVES

1. Locate Site of Anointing Ceremony.
2. Destroy all Super Soldiers.





OSA

Mission Orders

NO NEW INFORMATION AT THIS TIME

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.

Objective: Locate Site of Anointing Ceremony



Throw down the lead spray as soon as you open the door. Three soldiers out there want to stop you. Use the trucks and boxes for cover as you play hide-and-shoot with them.

You only have a second or two after you open the door before they notice you, so use it to move into the courtyard and behind something solid.

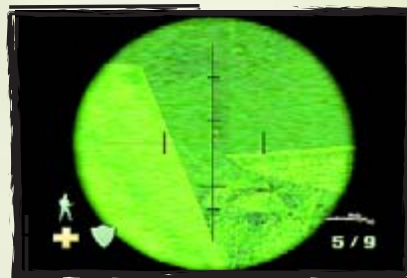
After the yard is clear, jump into the bed of the truck to pick up a couple of First Aid Kits and an Armored Helmet. Open the squeaky iron gate and head to your right.



NOTE

The Snoopers are 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 where enemies are.

Go to your right out the gate and use the scope to find a pair of soldiers at a guardhouse. Switch to the Mauser and creep in closer until you see them in the Mauser scope. Blast them with the Mauser, then search the guardhouse for a couple of Tesla cells. You can't go farther this way, so do an about-face and head 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 right at the

wall on the slope across the way. A tree stands at the left-most point of the wall up there. With the Snoopers, pinpoint an Elite Guard. Use one of your Snoopers' bullets to drop her.



TIP

There are a lot of enemies in the dark and murky sections of this level. Save five Snoopers' bullets for five of them (we point out who they are). The Snoopers' scope won't work if you're out of ammo, so always keep one in reserve.



Run toward the wall on which the Elite Guard sniper was posted. Notice a wooden door at the base of it, up a grassy slope. Before you reach it, another Nazi vixen fires

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 continue following the wall. Another of von Bulow's guards fires. The Mauser is the best choice for this threat. When the guard is dead, cross to her body 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 Snooper bullet you expend in this segment.

Change to the Sten and circle around the back of the house. You find another Elite Guard. Ruin her night with a burst from the Sten. With her out of the way, search the house at leisure. You find two medium First Aid Kits, a large First Aid Kit, and a bag of Grenades. Not bad.



TOP SECRET




There are loose floorboards near the fireplace. Kick them open to fall into the crawl space under the house. Crawl to a ladder leading to beams of the attic. Walk across the beams and look to the right to find four Gold Bars waiting for your attention. Snatch 'em up and hop down to the floor.



Walk across this beam. Falling short of the Gold Bars may be a bad omen.

The ruined wall at the second hairpin turn hides a First Aid Kit. If you don't need it, go straight out the house door and down a slope to the road. Cross the road and hike up another slope. Halt on top of the small hill.




Move to your left to find a stone house's ruined remains. Go to the left side to find 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 to drop her, then continue along the wall to the next corner. A lightning bolt smashes into the house, but you're fine.



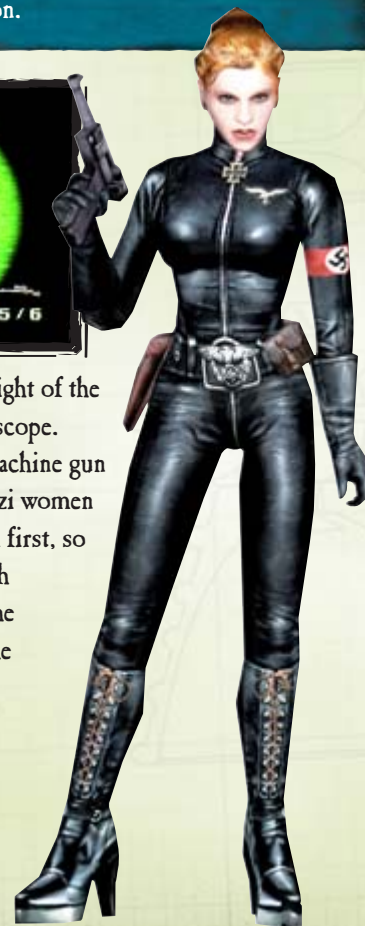
Bring up the Snooper and stop after you turn the corner. The body of the first Elite Guard you shot is lying next to a tree on your left. In the distance is another tree. Halfway up is a platform holding an Elite Guard. She has a Mauser, a scope, and a desire to see you dead. Use Snooper bullet number three to put an end to her plans.

NOTE

 You can get close enough to use the Mauser unseen, but you may take a hit and alert the next guard. The Snooper is the finesse weapon.



Creep out, then look to the right of the platform tree with the Snooper scope. There's a brick gateway with a machine gun nest between its pillars. Two Nazi women wait there for you. You see them first, so tag them with the fourth and fifth Snooper bullets you saved for the occasion. Go around and into the ruined house you've been using for cover.



TOP SECRET



In the area with the fireplace, near the remains of a window frame, is a gap in the floorboards. Shoot or kick them until the gap is big enough to jump through (dropping a Grenade down there also works). Drop and collect the Armored Helmet, 7.92mm rounds, three First Aid Kits, and nine Gold Bars. Find the wooden door (it's the one under the wall that was locked) and open it. Two Elite Guards show up to hassle you. Make short work of them, then backtrack to the ruined house from which you dropped into this Secret Area.



Here is where the gaps in the floorboards are. We've already removed a bunch of them.



The road sweeps to the right as you near the brick gateway where you killed those last two Nazis. Grab the weapons they no longer need.

Follow the road to the left and a truck appears in the mist. Two more Elite Guards (the last for this area) are next to the truck. 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. Go through, then.

Objective: Destroy All Super Soldiers

You found the Site of the Anointing, but you're too late to stop it. The area consists of a square stone platform holding several half-topped columns along each edge. No one's around, but they left a lot of stuff. To the right of the stone platform as you enter are four large First Aid Kits and three Armored Helmets.



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 also armed with a Venom Gun and a Panzerfaust; both are deadly. He fires fast, but he can't move well. Use that to your advantage.



When you arrive at the anointing site, run to the ammo supply area on the left. Get behind the large boxes holding 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. You see the big guy looking around 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. All you need to do to avoid return fire is duck. If he switches to his Panzerfaust, the rockets harmlessly hit the box, allowing you to stay upright and keep firing.



If he moves to the opposite side of the pillar, move 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 move to the next.

After the first one falls, you only have one to deal with. If he uses the Panzerfaust or Venom, use the duck-and-shoot method. Pop up to squeeze off a round, then duck to cover. If he uses the Tesla Gun, he tags you 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, 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. And, because you took little or no damage from the first guy, there are four large First Aid Kits to help you out when the second monster is toast.



After you kill the two clanking beasts, 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 to the next phase. Good job so far, Blazkowicz.



Co-Op Notes

Have one player draw fire from the guards while the other cleans them out. Use this tactic on the many hard-hitting Elite Guards throughout the Unhallowed Ground.

To add excitement, race each other to the houses to see who gets to the Secret Areas first. But remember you're still on a mission. Don't let screwing around get in the way of your main objectives.



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.

MISSION 8:
OPERATION RESURRECTION



 Secret Areas: 2	 Treasure Items: 3
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USA

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 Super 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

Step forward and notice a small arch ahead. Nazis are on guard beyond it, so arm the Sten and spatter them around the small room. Mosey up to the bars and bust through with kicks or bullets.

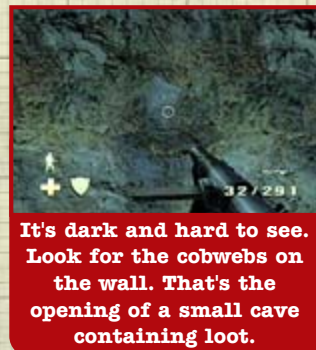


Inside the tiny room is a First Aid Kit and a door. Slide through to the next area. More guards wait in the tunnel. Kill them and examine the iron bridge across a cavern—those bridge arches look like a footpath.

TOP SECRET



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 loot.



It's dark and hard to see. Look for the cobwebs on the wall. That's the opening of a small cave containing loot.

Jump to the bridge and continue on your way. Past the bridge is a nook to your right with 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 is a Proto-Soldier. Repeat your previous tactics against Proto-Soldiers: Stand and fire a round at the metal behemoth, then duck to cover when he shoots. With luck, you put him down without taking any damage. Without luck, he chases you out of your cover and you have to use the Venom on him.



NOTE

Use the Panzerfaust. You soon find replacement rockets for the launcher.

Watch for guards to come out of the cave across the gap. When they show up, pop them with whatever is at hand, then refocus your attention on the Proto-Soldier. When they're dead, find the First Aid Kit in a small stack of boxes to your left, then cross the narrow stone bridge.





Follow the path where you first saw the Proto-Soldier. Three Nazis wait at the end. Plug 'em, then turn around. A door at the end of the path is locked. Return to the cave the guard

came out of near the Proto-Soldier. The door in there is unlocked, so use it.



If he didn't run out earlier, there is a Nazi hiding in the room. Whack him and drop into the hole in the floor. You splash down in a pool of water. Switch to the Mauser

and clamber out. Farther along are a couple of guards. They spook easily and probably run before you shoot. Don't worry, you deal with them later. The boxes near them hide a First Aid Kit if you need it.

Walk to the next bend in the path, where a torch is stuck in the ground. More soldiers to kill. Farther up, you see a Flamethrower soldier. Use the Mauser and aim for his head so you kill him before he gets within barbecue range. If he charges, backpedal and switch to something speedier, like the Sten.



Past the Flamethrower guy, more SS soldiers stand fast. Kill them with a machine gun, and move ahead to a large cavern. Stock up with Grenades, a Tesla cell, Panzerfaust rockets, and a couple of First Aid Kits.



Get to the ladder and climb to the point where the rock wall ends and meets the chain-link fence. Position yourself to peek over the rock wall. A Proto-Soldier stands ready to shoot. Instead of climbing down, duck below the rock wall's lip.



Arm yourself with the Mauser or Paratrooper Rifle, bring up the scope, pop up, and fire rounds 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. Re-adjust on the ladder and try again.



After the Proto-Soldier is disassembled, you have two regular soldiers and a Flamethrower guard to worry about. Keep your distance from the human lighter and pop

them from the ladder platform or through the metal fence before jumping down into their area.

When you're off the platform, a ladder is to your left and a path to your right. Take the path first. Where it forks, 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 and peer to the left. Blast the Nazi soldier.

Stick to the right-hand wall of the path and proceed until you see another guard to the left. Kill him with a couple of Mauser bullets, then switch to the Flamethrower.



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 to the ladder you passed near the start of this path.



By killing the guards, you've ensured a hassle-free climb up two ladders. At the top of the second, limber up your trusty Mauser and look left, past a stack of boxes, for another flamethrowing Nazi. Kill

him with a few bullets. Pick up the large First Aid Kit next to the boxes if you're bleeding, then creep along the path where he was standing.

Stop at a small cave-in. Past where the rocks fell, use your scope to see 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.



TIP

When the Proto-Soldier starts across the bridge toward you, take a few steps closer. This may lure the hidden soldiers out...into the Proto-Soldier's line of fire! Turning your enemies against each other is satisfying. It can backfire, however.



At the end of the passageway to the right is a boarded-up archway. Shoot or kick the boards away, or shoot the oil drum next to the arch. The explosion clears the way.

Objective: Locate Alternate Entrance to Castle Wolfenstein



Step through the arch to see a stone door. Open it and walk into the next room. Look to your right. There's another oil drum.

TOP SECRET



Move away from the oil drum before you shoot at it. Take a few steps back, then 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 as your reward.

Examine the big hole in the floor. A wooden beam forms a ramp to the lower area. Jump to the beam, then 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.

Co-Op Notes

The presence of Proto-Soldiers is a reason to stay within a short jog of each other as you run through The Dig.

You're following a tunnel through most of the mission, so there is no need to split up to accomplish different goals. Your main objective here is to stay alive in the dirt halls filled with Nazis carrying heavy artillery.

Part 2: Return to Castle Wolfenstein

OBJECTIVE

1. Locate the entrance to the main dig site.



USA

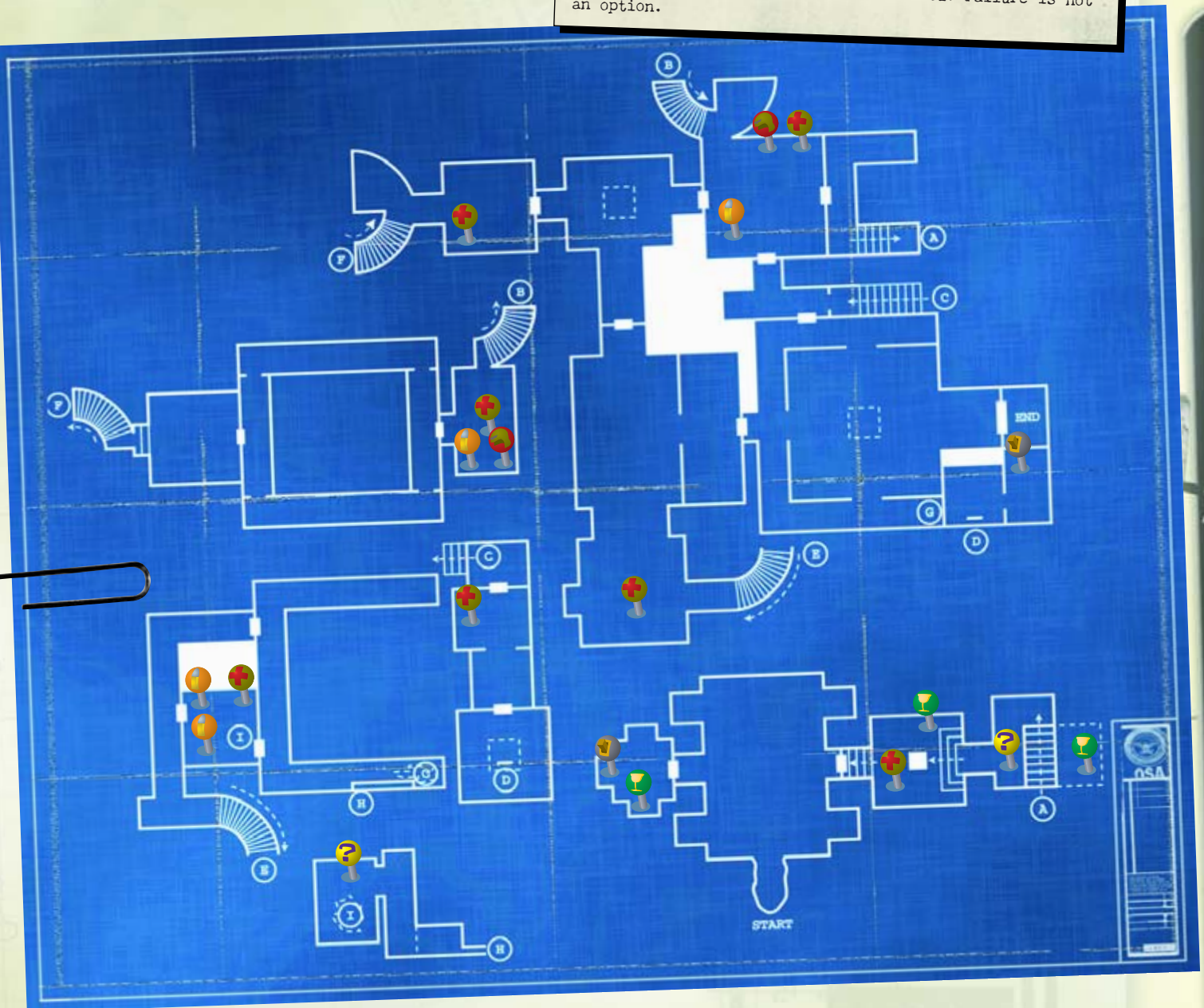
Mission Orders

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 Super 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 Blazkovicz. Failure is not an option.

MISSION 8:
OPERATION RESURRECTION



Objective: Locate the Entrance to the Main Dig Site



You begin in front of a 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. A quartet of zombies rises from the

earth. Ignite them with a stream of fire. Keep moving to avoid attacks as they burn. When each one falls, kick it to scatter its bones.



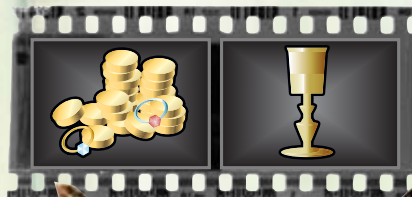
NOTE

The undead are susceptible to fire. With that enormous lighter strapped to your back, your job is a snap.

When all four zombies are shattered, an ominous pounding comes from a wooden door in the middle of one wall. The door flies open, admitting three zombies. A stream of fire ignites the beasts.

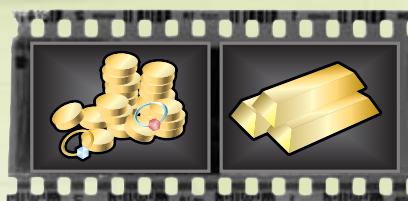


When they're flaming, avoid their attacks and wait for them to fall.



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 (facing the wooden door the zombies smashed) rises. Pick up the two Chalice on ledges in this room.



Grabbing the treasure triggers a zombie's rise. Torch him and head for the newly opened gate. Through the gate two more zombies crawl out of their tombs. Flame them before they get too feisty,

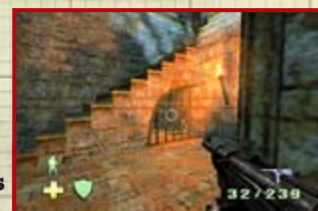


then crack the seals on the other tombs to find a Gold Bar.

TOP SECRET



Up a short set 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 under the stairs to find defiled coffins and a trio of Gold Bars.



A quick kick, then a crouch gets you into the Secret Area here.

Crouching, back out from under the stairs, then go up them. Disturbing sounds emanate from a wooden door at the top. Punch through and incinerate the zombie to your right. Let him burn out, then barbecue the pair of zombies eating a corpse. 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.



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 First Aid Kit's

location. Snap on the Flak Jacket and scoop up a Paratrooper Rifle. Smash the radio gear for fun.



TIP

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. Stick to lead projectiles.

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.



Move around the ledge 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 looking down to the first floor. Head for a set of spiral stairs leading down.



Work your way down and enter the next room. Grab the First Aid Kit from the table and head through the door into a courtyard with a bust of a bearded monk in the center. The other single

door leads to a room you've been through, so set your sights on the double doors down a short tunnel.



Open the doors and scoot to one side or the other. This church hides a trio 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 to the altar. To your left as you pass the pews is an alcove containing an Elite Guard. Pass her and get to the altar. From there, blast the Elite Guard as she comes 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. Turn to your right, stopping before you cross in front of a 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. When you hear him go, stroll to the broken section of the walkway.

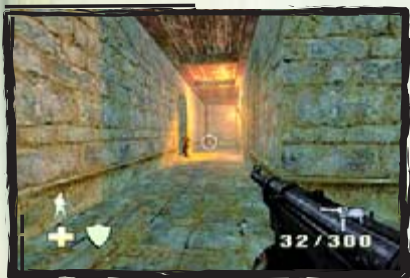


TOP SECRET

Hop onto the beam slanting down to the walkway from the roof and traverse it 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 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.



Return to the beam you crossed to find the secret room. Drop down the hole in the walkway. As you drop, a door opens on the courtyard's other side. Behind it are a paratrooper and an Elite Guard.

Dispose of them. Go through the door they opened and turn right to find stairs leading up.



An Elite Guard waits with her friend, a paratrooper. This pair is deadly with Paratrooper Rifles. Fall back down the stairs if you need to regroup. After you kill them, collect a large and a medium First Aid Kit if you need a refresher.



Push on to a wooden platform with a ladder leading down. Switch to the Flamethrower and torch the guard at the ladder's bottom. 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 hidden paratrooper. When he's gone, go into his room and pull the big lever to open the big double doors in the courtyard. Backtrack to the courtyard containing the knight statue. Go through the double doors. You're on your way to the final confrontation.



Co-Op Notes

There is no better way to attempt this mission than with a buddy. The halls of Castle Wolfenstein are crawling with zombies and Paratrooper Rifle-toting Nazis. Turn the tables and ambush the Nazis for a change.

Stick together and use teamwork to make short work of the guards that stand in your way. When the mission is over, you have only Heinrich to face.



Part 3: Heinrich

OBJECTIVE

1. Destroy Heinrich I.



Secret Areas: 0



Treasure Items: 0



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 Super 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.

MISSION 8:
OPERATION RESURRECTION

Objective: Destroy Heinrich I



Search a few areas before you face the big guy. In the first room is a Tesla gun, .30-caliber bullets for the Snoopers, Grenades, and First Aid Kits. Fill 'er up.

Move to the next chamber, which has a dry well in the center. After you go down it, you can't get back up. Search the chamber for weapons. There are 9mm slugs, an entire Venom Gun in case you missed getting one, two boxes of Venom ammo, and a can of fuel for the Flamethrower.



NOTE

The Venom gear lying around indicates the Venom Gun is key to your victory. The Tesla won't get dusty with disuse either.

Fully supplied, jump onto the well's broken ledge and then 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 a door—the last door you go through in this game. Beyond is a hole that leads to the dig site and Heinrich.



Arm yourself with the Tesla and charge at Heinrich. When you're within spitting distance, fire and circle-strafe.

Carefully judge and adjust your distance from Heinrich at first. The Dark Knights and Blavatsky-zombie surround him. Circle-strafe, but avoid smacking into the undead around the main target.

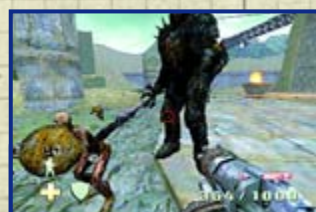


Tips for Beating Heinrich I

Not only is Heinrich I 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.

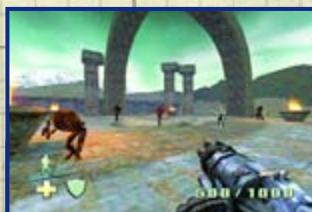
Raising the dead is one of those powers, and he wastes no time summoning zombies to harass you. They burst from the ground and poke and prod, distracting you from the main threat. Dealing with them wastes time and ammo. Avoidance is your best bet with those undead pests. Heinrich takes time to summon more zombies when you destroy the ones walking around. He's not using that time to attack you, leaving you with an open shot.

So don't target the minor annoyances, but don't hesitate to shoot them when convenient. In addition to the little lackeys, you must contend with three Dark Knights and the Blavatsky-zombie. The gruesome foursome are basic undead creatures with spirit attacks, but they have more punch than the run-of-the-mill zombies.



Heinrich has a powerful sword that can bring you close, then chop you up!

you are beneath the massive stone arches that span the dig site, you take damage from the rubble bouncing off your noggin.



Heinrich can create his own friends. Unfortunately they're no friends of yours.

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. First, he attempts to cut you with his blade. Second, 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 after his attraction attack is easy to avoid. When the attraction hits, direct yourself away from Heinrich. When it abates, you pull away, safe from a blow.

The falling rocks are hard to avoid if you are under the arches. Do not be under the falling rocks. Simple to say, hard to do. Take heart, though—the rocks aren't too damaging.

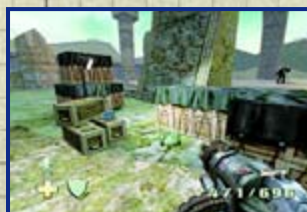
The dark lord also attacks directly with his sword if you're near enough. The blow is a nasty one, so keep out of arm's reach when you get near the big guy.

Heinrich's most devastating power is his spirit attack. Drawn from the Super Soldiers' bodies, the Dark Knights' spirits swing around, waiting to sweep in and damage you. It's the same as Helga von Bulow's spirit attack, only stronger.

It's difficult to dodge the Dark Knights. Your only hope is to sprint and outrun them.



When Heinrich uses the Dark Knights' spirits to attack you, get out of the way or you take a beating.



There aren't many supplies here. Hopefully you started this mission well supplied.

Finally, a word about your surroundings. When you first enter the arena, a stack of boxes is 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 out there—slim pickings, so stock up beforehand.



Keep moving as you fire the Tesla. The bolts devastate the zombies, knocking them down, but Heinrich has a lot more where those came from. The Tesla gun is excellent against

crowds of zombies, so aim at Heinrich and the bolts wreak havoc on the undead.



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. Don't panic; that's normal and we have a plan. Switch to the Panzerfaust. Unload your rockets into Heinrich's armored body. Stop for each shot to steady your aim, but move after each one to avoid attack.



Heinrich's spirit attack poses a lot of trouble, as mentioned earlier. The Dark Knights' spirits are killers, draining life faster than a Nazi blitzkrieg rolling over the Maginot Line. Circle-strafing

around Heinrich keeps you 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.



When the Panzerfaust runs dry, switch to the Venom and pour bullets into that medieval maniac. Continue circle-strafing as you attack. When 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.

A final round of steady Venom fire, and Heinrich howls in pain. He throws his head back, bellows his defiance to the heavens, then goes off like a firecracker.



Alternatives to this strategy exist: Use patterns of weapons different from 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 may walk away from the explosives.

The final advice is this: circle-strafe, circle-strafe, circle-strafe.

The Finale

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.



Your superiors at the OSA, however, are very pleased. The Director wants to reward you, but because of 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.

Ruining the evil plans of Nazis is the best way to end a day. Life is sweet for Agent B.J. Blazkovicz.

Co-Op Notes

This is it. The finale you have been working for. No need to conserve ammo, just a good old-fashioned shootout between one large super-Nazi and two of the OSA's finest agents.

Circle-strafe in the same manner you would if you were fighting Heinrich alone. The benefit of having two players is that Heinrich can only chase one person at a time. Either both of you circle around him firing everything you've got with the occasional Grenade, or have one player play zombie control and take out the menacing bags of bones that loom around the battlefield. Only teamwork could have gotten you this far. Great job, agents!

MULTIPLAYER

Cooperative

The Cooperative feature allows two players to play simultaneously through the use of split-screen. Now you can team up with a friend to progress through Castle Wolfenstein.

Cooperative follows the same story line and levels as the one-player mission. Refer to the walkthrough for help to get through each level. At the end of each walkthrough is a box titled "Co-Op Notes." These notes give you insight on how to deal with each mission as a team. Check them if you get stuck or are looking for an extra edge when playing as a team.

Playing as a team is both fun and challenging. Either you and the other player work well as a team, or you get in each other's way, bungling important battles or blowing stealth missions.

Here are a few tips to help keep you and a friend on track.

Co-Op Pointers

- ~ **Look out for each other.** Let the player with less health take the next First Aid Kit. Same goes for ammo. If you're playing cooperative, cooperate. Work as a team and nothing stands in your way.
- ~ **Communicate.** If you're headed into a previously visited room for health, let your partner know so he doesn't go rushing into a hornet's nest without his wingman.
- ~ **Take advantage of your numbers.** The two of you outnumber many enemies, an advantage because an enemy can only shoot at one person at a time. Have one player draw fire while the other strafes around to hit the enemy from the back. No enemy survives long in a crossfire.
- ~ **Share!** There is only so much ammo in each level. If you go hog-wild, expending ammo left and right unnecessarily, your partner may not want to make sure you have ammo. Share the ammo supply and everyone is happy.
- ~ **Don't automatically run for the exit.** After a player reaches the exit, the mission is over. This can be both good and bad—good if one player is about to die, bad if you have not explored all the Secret Areas.
- ~ **Play as a team.** Watch out for each other and each other's interests and you both do fine. Nazis, look out! Agent Blazkowicz and Agent One are on the prowl.

Multiplayer Basics

The Multiplayer mode tests your single-player skills in environments designed for team-based action. Successful Multiplayer teams consist of a mix of players from every class working together to accomplish set goals.

Let's break down that last sentence. First, you play this game to win. This is war, and there is no joy in getting the crap kicked out of you.

So, how do you go about winning? The first ingredient is a well-balanced team. The classes in the Multiplayer game are designed to complement one another, and a winning team acknowledges this. Sixteen soldiers armed with Panzerfausts, Flamethrowers, and submachine guns may be able to steamroll an opposing team—but only if they can get through the door! Throw in an Engineer, and you're good to go. That is, until you get to the objective and realize you're out of ammo. Now you have a team of knife-wielding sitting ducks. Add a Medic and a Lieutenant to the mix, and you're better off. Experiment until you find the balance that best suits your style of play.

Let's suppose you've found the magic mix to wreak havoc on the opposing team. When the buzzer sounds and the game begins, however, it's every player for him or herself. A few of your soldiers made it up the beach, but they're stuck at the wall waiting for the Engineer to blow the door. Problem is, he's being sniped every time he spawns. While the soldiers curse the Engineer, an opposing Lieutenant calls an air strike and annihilates the whole confused lot. What's missing? Teamwork.

If no one can advance until the Engineer completes his task, the soldiers should make it their mission to escort him to the objective. A well-placed rocket solves the problem of sniper fire. An artillery bombardment can cut down heavy resistance while Medics heal and revive fallen comrades. Teamwork is the cornerstone that holds every team together. Be a team player or be on a losing team.

Know the objectives and what they entail. If you are new to the map or unsure of your surroundings, read the objectives for clues. With a course of action, you can easily find your place. If you're on defense, for example, grab a Venom and take up a defensive position. If you're on the offensive, be a Medic and heal the front line until you learn your way around. Knowing the objectives makes you a valuable member of your team.



Character Overviews

Soldier

The soldier is the grunt of the litter. A specialist in all types of armament, the soldier has his choice of any available weapon. He should always be in the thick of the fray, whether taking a strategic location or defending a crucial objective. In addition to having access to weapons the other classes cannot use, the soldier also starts with the most ammunition (Grenades are the exception).

WEAPON STATS

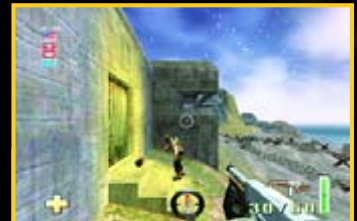
Available Weapons	Starting Ammo
MP40(Axis)	96
Thompson(Allies)	90
Sten	96
Mauser	20
Panzerfaust	4
Venom Gun	500
Flamethrower	200
Shotgun	30
Grenades	4
Colt(Allies)	32
Luger(Axis)	32

Because he constantly engages the enemy, however, his ammo supply and health drain rapidly. Back him up with a Lieutenant and a Medic whenever possible.

Soldier Tactics



Use the Mauser to assist team members from a distance or to pick off your enemy.



As a soldier, it is your job to protect the Engineer while he performs tasks to complete your team objectives.



Aim for the head. One or two headshots are worth half a clip of body shots.



Learn the hot keys to call quickly for additional ammo or a Medic.



Choose the right weapon for the job. Soldiers are the only class who carry the big guns. Use them for the big jobs, such as guarding the objectives.

Engineer

WEAPON STATS

Available Weapons	Starting Ammo
MP40(Axis)	96
Thompson(Allies)	62
Grenades	8
Colt(Allies)	32
Luger(Axis)	32
Shotgun	30

A specialist in explosives, the Engineer plays a critical role in breaching fortified locations and destroying objectives. The Engineer is the only class able to plant Dynamite. His usefulness on offense is matched by his defensive capabilities. He can defuse Dynamite as easily as he plants it. This skill is frustrating to an opposing team that armed the explosive just to watch it fizzle. Add to that the dexterity to fix a

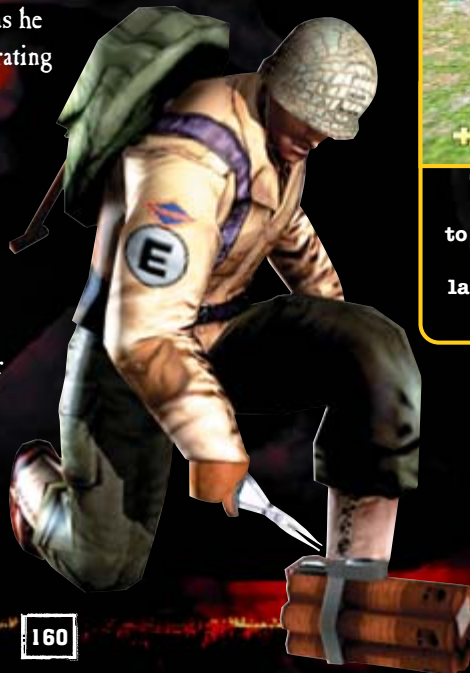
broken MG42, and you find that the Engineer is often the pivotal figure in a battle's outcome.

The Engineer starts with either the Thompson, MP40, or the Shotgun depending on his affiliation. He uses the weapon only for defensive purposes, as he prefers demolition to direct confrontation. Besides Dynamite, the Engineer begins with a large number of Grenades, perfect for clearing out a room or destroying a gun emplacement. The Engineer is defenseless when planting and arming/disarming Dynamite, so a soldier should watch his back.

Engineer Tactics



The red dots on your compass lead you to obstacles or objectives you can destroy. The larger the dots grow, the closer you are.





It is the Engineer's job to lay down explosives, usually completing a team's objective.



Planted dynamite still needs to be armed (planted Dynamite glows yellow). Switch to the pliers and hold the Attack button while the blue bar extends. When the Dynamite is armed, it glows red.



If you complete your demolition duty, switch to Grenades and destroy camping enemies and MG42 emplacements.



As an Engineer, only you can repair a destroyed MG42. To fix the broken weapon, use the pliers as you would use them to arm Dynamite.

Medic

WEAPON STATS	
Available Weapons	Starting Ammo
MP40(Axis)	32
Thompson(Allies)	30
Grenades	2
Colt(Allies)	32
Luger(Axis)	32
Syringes	10

Dedicated to keeping his men fighting, the Medic is the backbone of any effective team. He is the only character able to heal the wounded or resurrect the fallen, meaning he is responsible for the longevity of the operation. When there is a Medic on a team, all

players on that team spawn in with 10 extra health points. He is afforded the least amount of ammunition when he begins and, like the Engineer, has no choice in primary weapons.

The Medic should leave confrontations to the other classes and spend his time aiding the fallen or wounded. Running from a battle serves the Medic well, because he is the only character who can automatically heal himself over time. He also has the highest health of all the classes. An adept Medic makes it possible to engage the enemy constantly, leaving little time for the opposing force to catch its breath. Protect a Medic at all costs. A healthy Medic is a healthy team.

Lieutenant

WEAPON STATS	
Available Weapons	Starting Ammo
MP40(Axis)	64
Thompson(Allies)	60
Sten	64
Grenades	1
Colt(Allies)	32
Luger(Axis)	32

The Lieutenant is part soldier, part coordinator, and all leader. He can call in a surgical air strike or lay low an entire area with a massive artillery bombardment. The Lieutenant is also the only class that can provide extra ammunition. Because of his ability to cause massive destruction, the Lieutenant must always be aware of his troops' positions and movements. Any mistake on his part could cost many men their lives.

For this reason, the Lieutenant is never without his Binoculars. Their ability to zoom in on distant targets makes them an indispensable tool. A skilled Lieutenant is a master of communication and can quickly issue commands or warn of imminent danger. Because of the Lieutenant's skills, including his ability to supply ammo, he should hang back at a safe distance from danger. In many cases this is wise, but the Lieutenant is an apt combatant who can hold his own in any

struggle. He has a choice of three primary weapons, and besides, he must get up close and personal with his target to call in an air strike.

The Lieutenant's best friend is a Medic. Paired with a healer, the Lieutenant can use his innate combat skills to inflict serious damage while never wanting for ammo and health.

Medic Tactics



When a teammate calls for a Medic, an icon appears over his head. If you are far away, follow the icon on your compass to locate him. The closer you are, the bigger the icon grows.



Drop First Aid Kits to fellow teammates in need. You are never out of First Aid Kits; wait until your power bar refills, then continue the healing! A full power bar yields four First Aid Kits.

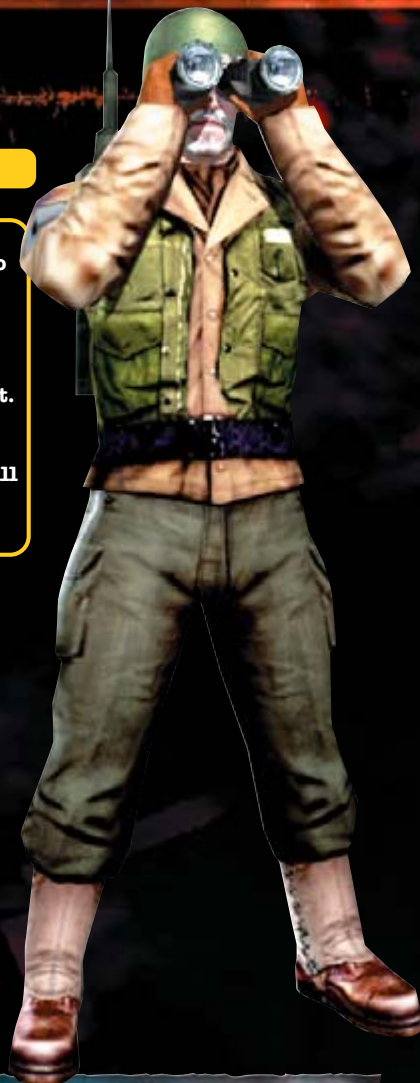


Look for fallen men reaching for the sky and screaming for you. They have been disabled and need medical attention.



To revive a fallen man, pull out a Syringe and give him a shot. You only have 10 Syringes, so choose your revivals to best benefit your team's needs.

Lieutenant Tactics



Smoke pours into the air from your designated artillery bombardment site. Shells rain on a large area surrounding the smoke. Place

artillery strikes behind opposing snipers, who can't see past the view of their scopes and won't notice the signal smoke.



Use your Binoculars to see where you want to place an artillery bombardment. Press Fire when your

target is in view. Your power bar must be full to call an artillery bombardment, and you cannot use this ability indoors.



Toss your can to emit smoke, marking the placement of an air strike. Bombs fall in a straight line where your can lands. You need 50 percent of your power bar to call for an air strike.



A Lieutenant can dispense ammo packs to his team members, dropping them at the feet of members in need. When you run out, a full power bar yields four more ammo packs.



If a teammate calls for ammo, an icon appears over his head. If you are far away, follow the icon on your compass to locate him. The closer you are, the bigger the icon grows.

Game Types

Return to Castle Wolfenstein offers four types of Multiplayer games: Objective (default), Stopwatch, Checkpoint, and Elimination. Objective games specify objectives that teams must meet to secure victory. The first team to accomplish its objectives wins. Teamwork is essential in Objective mode.

Stopwatch, a variation of Objective, pits two forces in a race to see which can accomplish its objectives in the shortest time. After each round, the teams switch sides and attempt to beat the other team's previously set time. This game shows which team is the most balanced with regard to offensive and defensive capabilities.

In Checkpoint, teams vie to control a set number of flags scattered throughout the map. The last team that touches the flagpole claims it for its side. The winner is either the first team to control every flag or the team that controls the majority of flags at the end of the time limit. Successful teams in Checkpoint can work together in small groups while keeping the goals of the larger team in mind.

Elimination basically plays like team deathmatch. Each player has only one life, and the only objective is for your team to have the last man alive on the battlefield. It makes the Medics a particularly important asset.



NOTE

For an interesting variation on Objective games, try playing with a Maximum Lives setting. Select Max Lives and input a number. The number you choose represents how many lives each player has to lose. When the lives are gone, the player is out of the game. When an entire team is out, the other team is declared the victor. It's time to befriend a Medic or two!

DEFAULT CONTROLS

Attack	Jump	Activate	Previous Weapon	Next Weapon	Scope/Binoculars	Move	Look	Crouch	Primary Weapon	Request Ammo	Request Medic	Reload	Character Select Screen	Multiplayer Menu
[B]	[L]	[X]	[B]	[A]	[V]	[L]	[R]	[C]	[1]	[4]	[M]	[R]	[W]	[ALT]

SPEECH

Request Ammo Request Medic
 Press [R] on the control pad. Press [M] on the control pad.

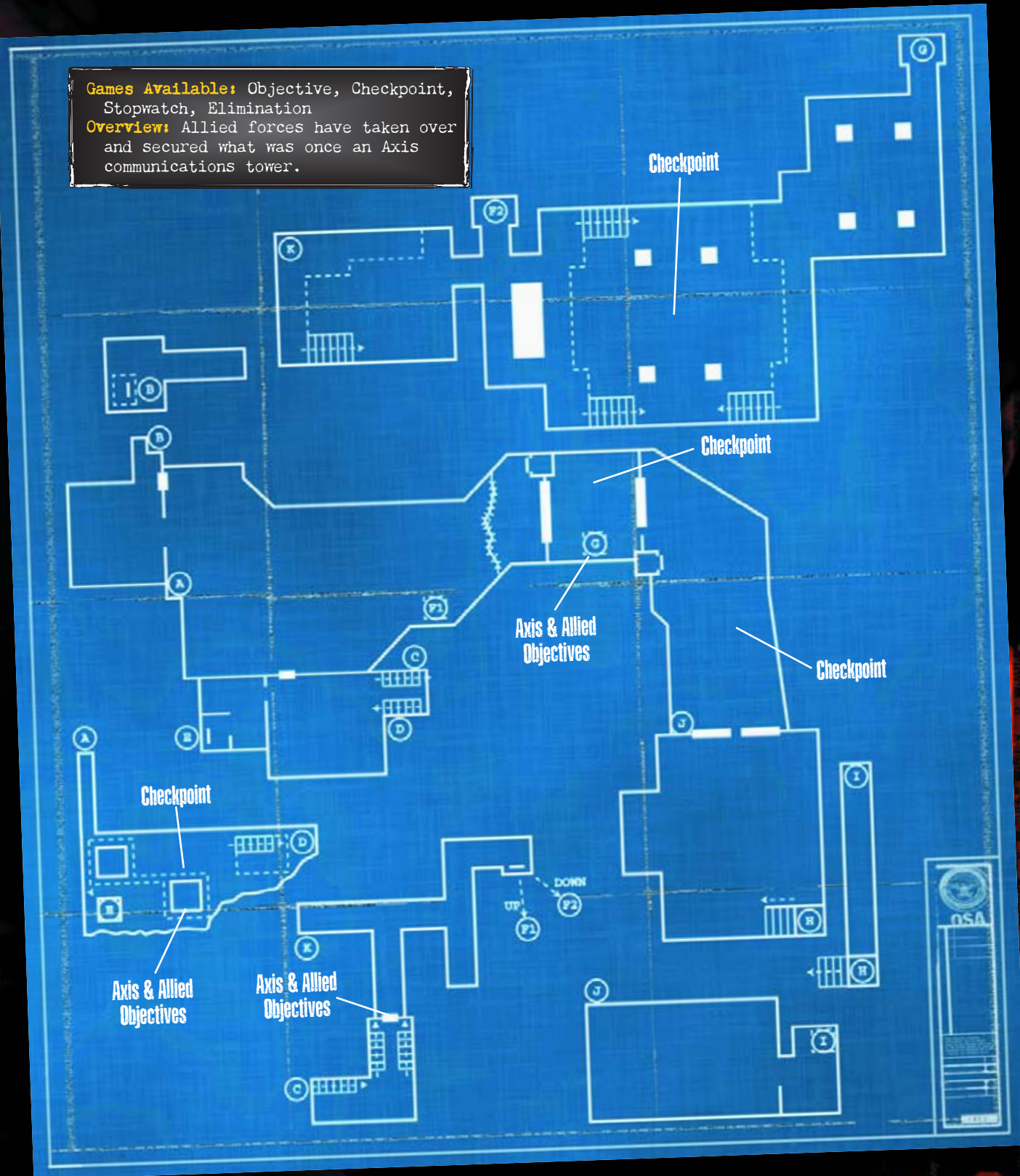
Multiplayer Missions

Assault

MULTIPLAYER

Games Available: Objective, Checkpoint, Stopwatch, Elimination

Overview: Allied forces have taken over and secured what was once an Axis communications tower.



Allies

General Tactics

At the outset, send all your men to the gate area. Protect the hatch and your gate at all costs. Call in air strikes if needed. Don't amass too many people in the tower; an Axis Panzerfaust could eliminate them all. If they succeed in entering the hatch, send a group of men to guard the warehouse door.

The Axis forces must destroy the door to enter your base from underground. If they rush through the front gate, operate the MG42 on the communications platform to cut them down. Basically, guard against a direct frontal assault and a sneaky underground infiltration.

Key Points



If Axis forces get into any of the access hatches, they must blow this door to get into your base. Greet them with heavy artillery.



Use this MG42 if the Axis rushes through the front gate.



Protect the small alcove in this communications tower.

ALLIED OBJECTIVES

Objective 1: Defend the communications tower.
Secondary Objective 1: Defend the warehouse door.
Secondary Objective 2: Defend the gate hatch.
Secondary Objective 3: Hold the gate area.



Send a few men to cover the courtyard on the other side of this gate. Don't let the Axis take the courtyard, or they can enter your base via underground passageways. Throw smoke canisters over the gate and call in air strikes if you become overwhelmed.



Axis

General Tactics

Your first battle is to take the gate area and raise the Axis flag for forward deployment. Assume you face fierce resistance, and bring in the big guns. A Panzerfaust or two is of great assistance. When you control the gate area, attack the communications tower from above or below ground. If you proceed through the gate hatch, you need an Engineer to blow up the warehouse door to gain access to the Allied base and the tower.

AXIS OBJECTIVES

Objective 1: Destroy the communications tower.
Secondary Objective 1: Destroy the warehouse door for quick access.
Secondary Objective 2: Breach the gate hatch to create another passage to the communications tower.
Secondary Objective 3: Capture the gate area.

After you blow the door, you face resistance all the way to the objective. If you opt for an overland attack, you face heavy fire from an Allied MG42 when you step through the gate. Grab a sniper rifle and attack the soldier from behind the gate. After the gunner is gone, rush the tower with as many men as possible.

Key Points



Claim the flag in the gate area.



Man the gun in this truck to put heavy fire on the Allied towers.



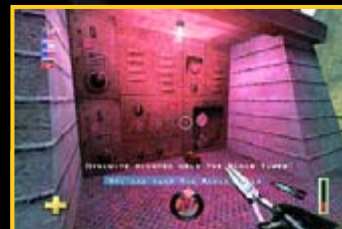
Get into the courtyard and blow this hatch. You now have underground access to the communications tower.



A sniper placed here takes out the Allied MG42 operator (on the tower) and any other enemies caught in the open.



This hatch provides another entrance to the Allied warehouse.



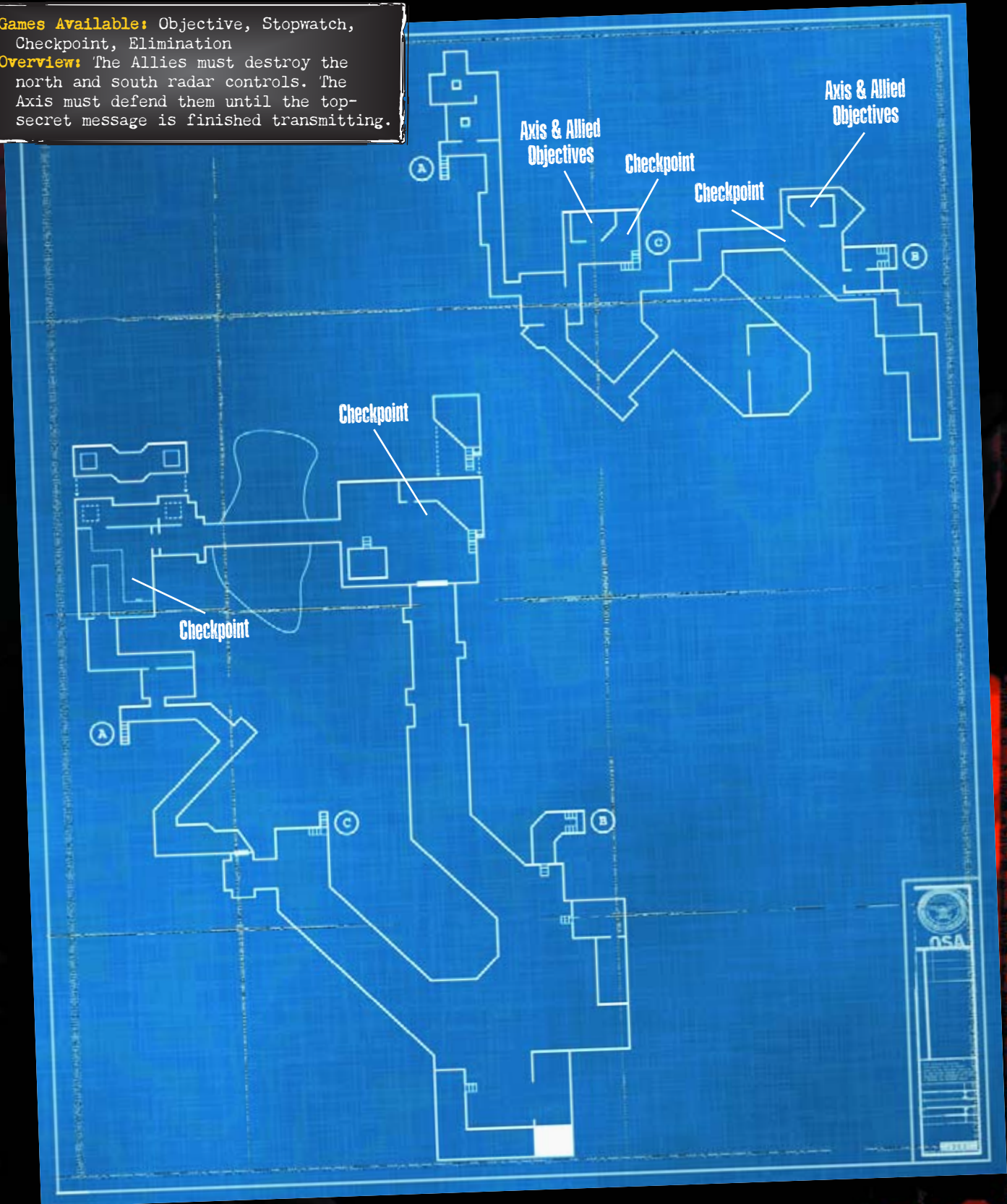
This is your objective; destroy it with pride.

Base (Communiqué)

MULTIPLAYER

Games Available: Objective, Stopwatch, Checkpoint, Elimination

Overview: The Allies must destroy the north and south radar controls. The Axis must defend them until the top-secret message is finished transmitting.



Allies

General Tactics

Objective 2:

Move through the warehouse and into the inner compound. Take a right at the first fork and ascend the staircase. You emerge next to the south radar tower. Guard the stairs and the door to your right while the Engineer does his thing.

ALLIED OBJECTIVES

- Objective 1:** Destroy the north radar controls.
- Objective 2:** Destroy the south radar controls.

Objective 1: When the south radar controls are history, move through the open door and continue through the halls until you reach the north radar, marked with the number 1. Defend the Engineer while he arms the explosives.

Key Points



The Allies should opt for the back way instead of a frontal assault, taking the second objective first. Get there through the warehouse.



After taking tower 2, head to tower 1, taking cover behind these boxes and holding the hall.



While the Engineer plants Dynamite at the south tower, a Lieutenant should cover the stairs and the far door, calling in air strikes.



This tunnel is the more direct route to the Axis towers. If you choose this route, a barrage of enemy gunfire and explosives may cut you down.



After gathering a sufficient number of men, obliterate your final objective to win the match.

Axis

General Tactics

Objective 1:

The north radar controls are vulnerable if the Allies make it through the tunnel. Plant some soldiers on the bridge near the radar. Atop the

bridge, they have an outstanding view down the length of the tunnel. Snipers should take a crouching position behind the large fuel truck near the tunnel exit. Don't move past that point or an Allied MG42 cuts you down.

Objective 2: Guard the door leading to the Allied warehouse with soldiers carrying Panzerfausts and Flamethrowers. It is next to the south radar. If anything emerges from the doorway, unleash hell. Your remaining forces should guard the lower warehouse door beneath the radar array.

AXIS OBJECTIVES

- Objective 1:** Defend the north radar controls.
- Objective 2:** Defend the south radar controls.

Key Points



Any Allied foe who gets through the tunnel should be butchered by this MG42.



This is the reason the tunnel is an Allied death trap. You have a superior position above the exit from which to rain lead on the heads of any appearing enemy.



Taking a defensive position here ensures no Allies make it out of the door on their way to the south radar.



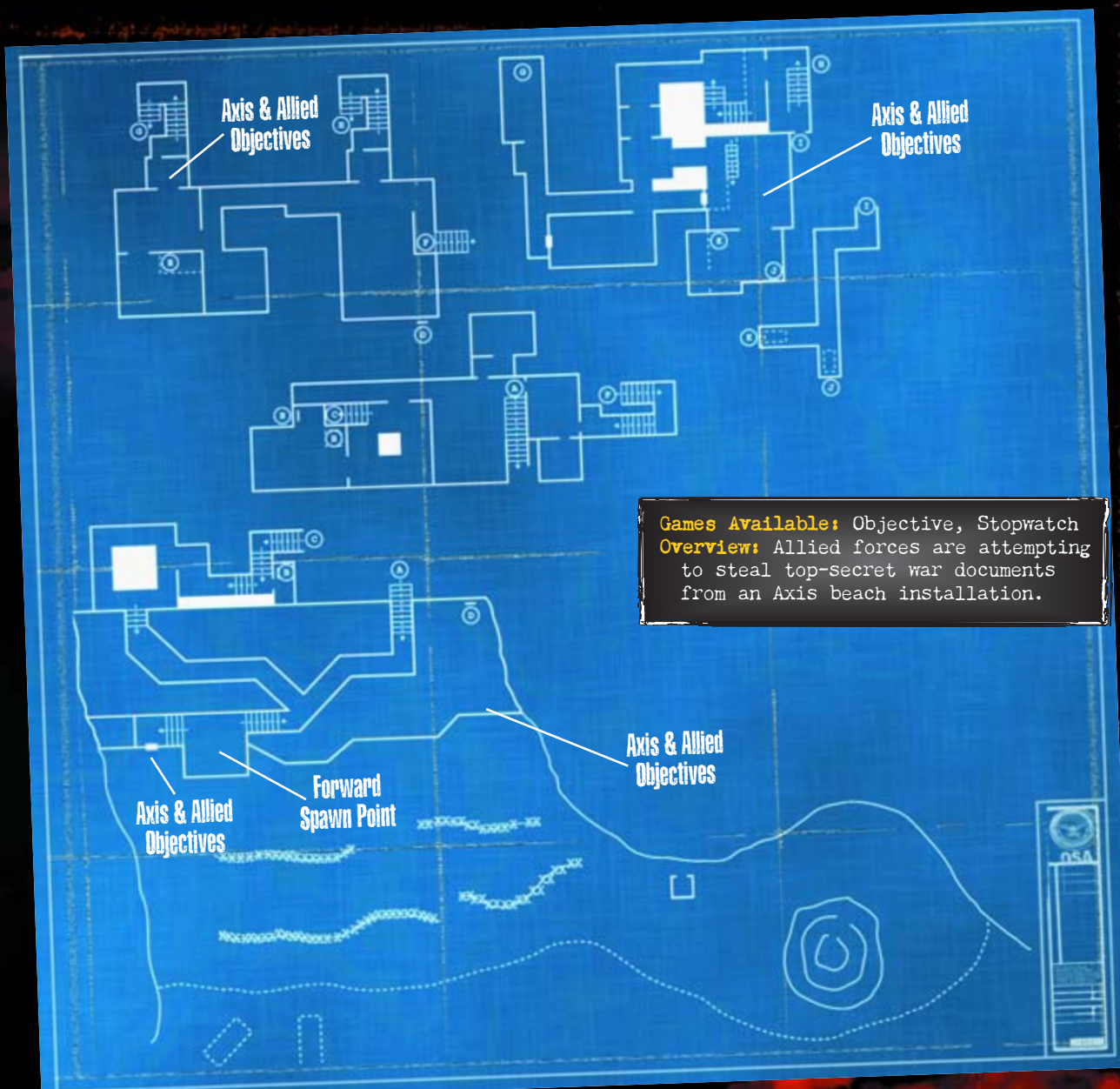
Discouraged by the tunnel, the Allies come the back way. Hide behind these boxes adjacent to radio tower 2 and annihilate them as they come through the door.



This switch opens and closes the tunnel gate.

Beach Invasion

MULTIPLAYER



Allies

General Tactics

Objective 1: You can breach the sea wall in two places, both equidistant from the beachfront. Make sure your team has a few Engineers and hightail it up the beach. Use the Sprint button to get you there double-time. Once at the wall, be prepared for massive aerial bombardment from enemy Lieutenants and multiple Grenades being tossed out of the forward bunker and over the wall. Cover any Engineers with heavy fire while they plant and arm the Dynamite.

Objective 2: Breach both the forward bunker door and the sea wall to make it harder for the Axis to defend. Take control of the forward

ALLIED OBJECTIVES

- Objective 1:** Destroy the sea wall.
- Objective 2:** Steal the war documents.
- Objective 3:** Transmit the war document.
- Secondary Objective 1:** Hold the forward bunker.

bunker so you spawn there instead of on the beach. From here on, you do not need an Engineer. Switch instead to an ammo-providing Lieutenant, a hard-fighting soldier, or an indispensable Medic.

Make your way to the document room in as large a group as possible; the Axis forces have the advantage and are waiting for you. Toss some Grenades into the open doorway or blast the room with a Panzerfaust. Follow that with a few Grenades, then get in there and grab the documents.

Objective 3: When the "Allies have stolen the war documents" text hits the screen, the entire Axis force accumulates around the radio room. Don't get nervous and try to make it to the transmitter on your own. Wait until your team has gathered and received medical attention before making the final run.

You must travel up a few flights of stairs no matter which path you take, so watch for falling Grenades. Let the soldiers clear the way before the document carrier endangers himself. If you lose the documents, the Axis regains the advantage, and it is harder to retrieve them.

Key Points



Grab a Mauser and head to Sniper Hill. Pick off the Nazis without fear of the MG42s. Bring a Lieutenant with you to keep your ammunition from running out.



The vent entrance is under the rear stairwell. After you enter it, you have your choice of two exits. Both drop into the war room. Coordinate your attack so multiple people drop down simultaneously.



The forward bunker door (sea wall door) is one of two ways into the Axis base. Destroy the door and take the flag in the bunker to give your team a forward spawn point.



This is your destination. There are four ways in, but only two ways out.



After you have the documents, head up one of the two stairwells and get into this room. The documents are transmitted automatically after you enter this room.



The sea wall is the second way into the Axis base. Once through, take the ladder to the base's highest level and descend the back stairwell. This is the quickest path to the documents.

Axis

General Tactics

Objective 1: The Allies rush up the beach Normandy-style. Cut them down with an MG42 or some rounds from your Mauser. If they reach the wall, call in an air strike or toss Grenades at the breach

AXIS OBJECTIVES

- Objective 1:** Defend the sea wall.
- Objective 2:** Defend the war documents.
- Objective 3:** Stop the Allies from transmitting.
- Secondary Objective 1:** Hold the forward bunker.

points. Or, hop over the wall and take them on as they come. Move to their spawn point near the boats and wipe them out when they appear.

Objective 2: If the Allies breach the sea wall or the door, pull back and train your sites on the broken wall or the bunker exit. The lower two MG42s are ideal for cutting down anything that infiltrates these areas. Air strikes are effective, but don't inadvertently kill any teammates. If the enemy makes it into the base, retreat farther and cover the two stairwells. Your enemies must descend one of them, so stop them before they reach the bottom. It is easier to defend the stairwells than it is to defend the war room.

Objective 3: If they grab the documents, cover the top of the stairs. You have the higher position, so they should fall steadily under your machine gun or Grenades. Take back the forward bunker, and put the Allies where they started.

Key Points



The forward bunker is a key defensive position. From it you can unload unlimited ammo at the onrushing Allies from the pair of MG42s. Toss grenades at any Engineers who may be planting Dynamite at the door. Watch out for snipers and approaching rockets.



Grab a Venom Gun and hop onto this cabinet in the war room. Eviscerate anything without a trench coat.



If they grabbed the documents, wait for them here. Get them while they are climbing the radio room stairs or coming over the small bridge from the rear stairs.



After they breach the sea wall, lay down suppression fire from this MG42. Guard the ladder that runs up the bunker wall; it is the fastest way to the war room.



Jump onto the beach from the forward bunker's roof to wreak havoc on the Allies. If you are an Engineer, defuse any bomb the Allies planted.



Two stairwells, two ways to the documents. Successfully guard them both to win.

Castle

MULTIPLAYER



Games Available: Objective, Stopwatch, Elimination
Overview: Allied forces are attempting to infiltrate the Axis-occupied castle and escape with the Sacred Obelisk.



Allies

General Tactics

Objective 1:

This is a tough one for the Allies. The Axis has all its men guarding the perimeter of the crypt that holds the Sacred Obelisk, so gaining entry is difficult. Send a few soldiers up both ladders and onto the rubble above the west courtyard. From there they can maintain control of the courtyard. Have an Engineer destroy the west gate, allowing your men to meet up and make a coordinated assault. When both the west courtyard and the west access room are under your control, constant pressure from all sides of the northeast courtyard should buckle the Axis defenses.

Get an Engineer to destroy the crypt and reveal the obelisk. Grab the obelisk from the rubble (Objective 2) and hightail it back to the tunnel near your spawn point (Objective 3).

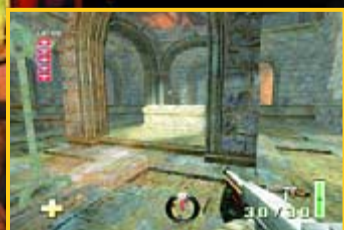
Key Points



When you have the obelisk, carry it through this tunnel.



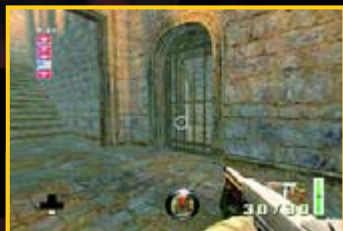
These ladders lead to the west courtyard. The first landing leads to the central hall and the coffin in the northeast courtyard. The second allows you to perch above the west courtyard and fire at any enemies who enter.



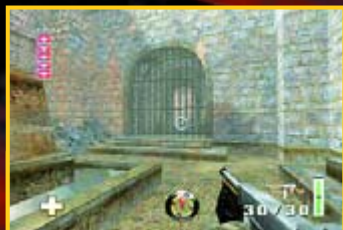
This is the crypt. Destroy it and steal the obelisk within.

ALLIED OBJECTIVES

- Objective 1:** Destroy the crypt holding the Sacred Obelisk.
- Objective 2:** Steal the obelisk.
- Objective 3:** Escape with the obelisk.
- Secondary Objective 1:** Destroy the west gate.
- Secondary Objective 2:** Destroy the hall gate.



Destroy this gate for direct access into the crypt. Take the stairs to wipe out any Axis forces guarding its perimeter.



Destroying the west gate allows your troops to take either the stairs or the ladders to the central hall.



Look out for enemy soldiers waiting above when you approach the crypt.

Axis

General Tactics

Objective 1:

Take control of the west courtyard and defend the central hall. The Allies are unable to advance to the crypt. If your defenses fall, pull back into the northeast courtyard and cover the entry points. Because of the large

number of combatants in such a confined space, the Allies are at a disadvantage. It is difficult to stay alive long enough to set and arm a charge. Have an Engineer or two ready to defuse a charge just in case.

Objectives 2 and 3: If the Allies steal the obelisk, it's a race to the Allied tunnels. Get there first and kill the carrier to return the treasure.

AXIS OBJECTIVES

- Objective 1:** Defend the crypt.
- Objective 2:** Defend the obelisk.
- Objective 3:** Return the obelisk.
- Secondary Objective 1:** Defend the west gate.
- Secondary Objective 2:** Defend the hall gate.

Key Points



Planting a soldier here deters any Allied Engineer's plans to blow up the hall gate.



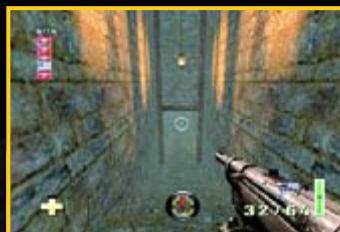
Taking control of the west courtyard hampers the Allied advance.



A few soldiers should patrol the upper levels to finish any Allies who slip through the cracks.



If the Allies grab the obelisk, stop them before they reach this tunnel.



Guard the central hall to cut off the Allies' direct route to the crypt.

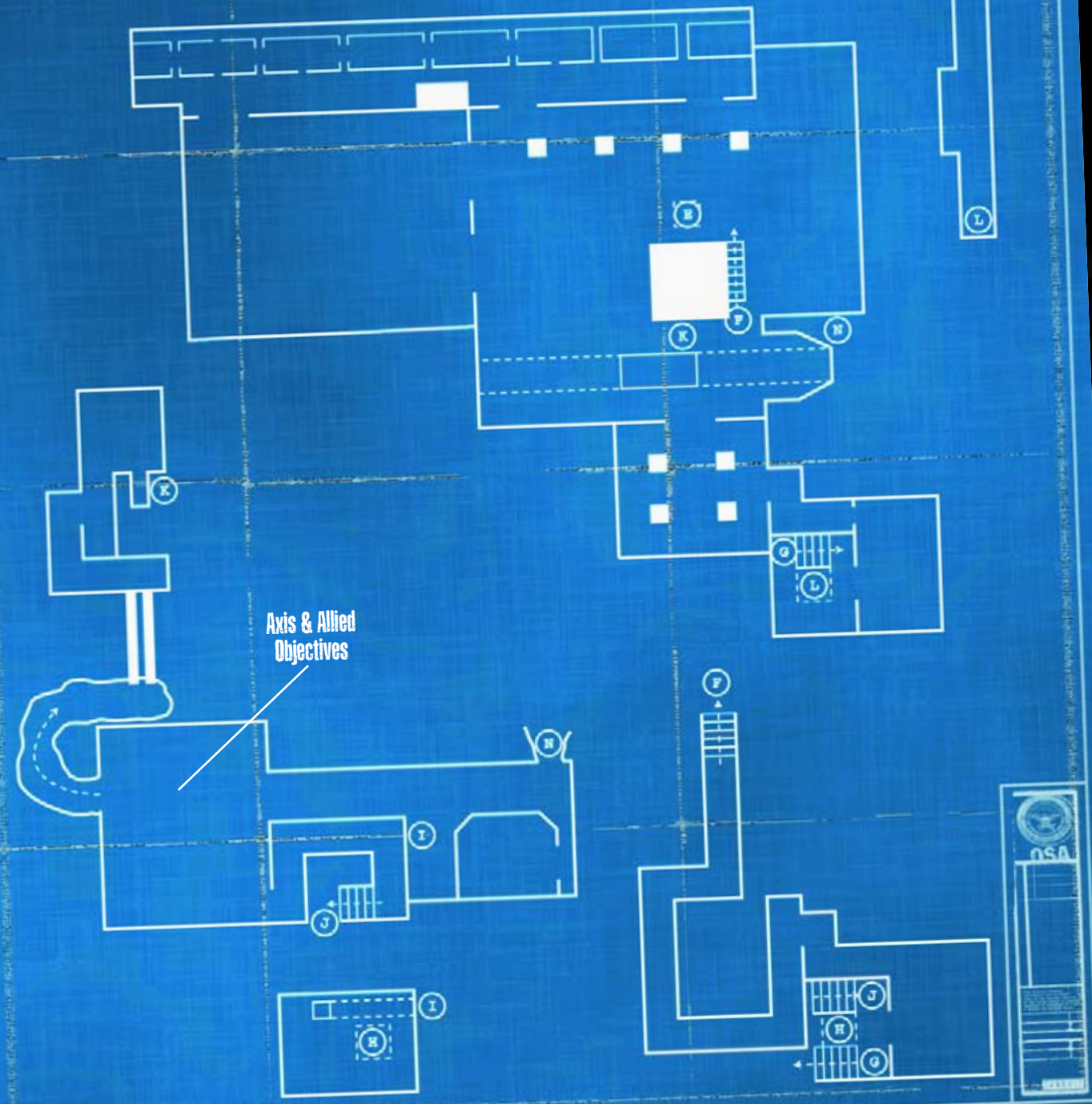


Depot

MULTIPLAYER

Games Available: Objective, Stopwatch, Elimination

Overview: To advance their forces, the Allies must first destroy the Axis anti-aircraft gun, which is heavily guarded in a train depot.



Allies

General Tactics

Objective 1: Your first order of business is to haul your troops over the boxes to the west. Don't worry about going east—it leads to the same place the west way takes you. To destroy the AAG, a large contingent of men from mixed classes advances together in a coordinated assault. Carefully enter the courtyard: the Axis has a MG42 in the back corner as well as snipers atop the rock formation.

Move your team through the warehouse and up the stairs until they reach a landing with boxes in the elevator shaft. An Engineer and a few supporters jump onto the boxes in the open elevator car and climb into an Axis air duct. The air duct ends above the Axis spawn point and around the corner from the AAG. The Engineer waits in the duct until his supporters clear the immediate vicinity.

The rest of the contingent continues up the stairs and exits the building next to the AAG. If all goes well, you engage the confused Axis on three different fronts. You flank their defenses and pave the way for the waiting Engineer to drop out of the air duct and plant the charge.

ALLIED OBJECTIVES

Objective 1: Destroy the anti-aircraft gun (AAG).

Key Points



This is the target that needs to be destroyed.



Don't be fooled by the explosive icon and try to destroy the gates where you initially spawn. They're indestructible.



Hop onto those boxes and climb the ladder to access the air ducts. It leads to the AAG.



Be wary of the MG42 located in the courtyard's far corner. It has unlimited ammo. A well-thrown grenade eliminates this.



Sneak a sniper to this part of the map to pick off any Axis soldier sniping from above or manning the MG42.



The ladder below the elevator shaft leads to the courtyard's middle.

Axis

General Tactics

Objective 1: Axis forces have a positional advantage on this level because the AAG is at the top of the facility. With only two access

ALLIED OBJECTIVES

Objective 1: Defend the anti-aircraft gun (AAG).

points to the gun, the Axis has a harder time because their defense is spread too thin. Make your way down to the MG42 in the corner of the courtyard. This gun protects the rock path to the AAG as well as the tunnel exit. Have a few men patrolling the courtyard in case your teammate gets slaughtered.

Your next goal is to fortify the staircase leading to the AAG. Place some men around the gun as well as on the staircase. Place a sniper on top of the rock formation leading up to the AAG. Accompany them with a Medic and Lieutenant.

Key Points



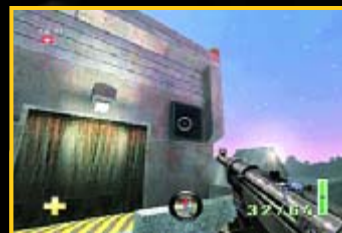
This is what you're responsible for protecting. Have an Engineer nearby in case the Allies arm their explosives.



This MG42 has some serious stomping power. Maintaining control of it is a high priority because of its coverage and its position.



If you spawn in the tall wooden structure, head north, go across the pipes, and hop up to the rocks. From there, you can see the Allied soldiers advancing into the courtyard.



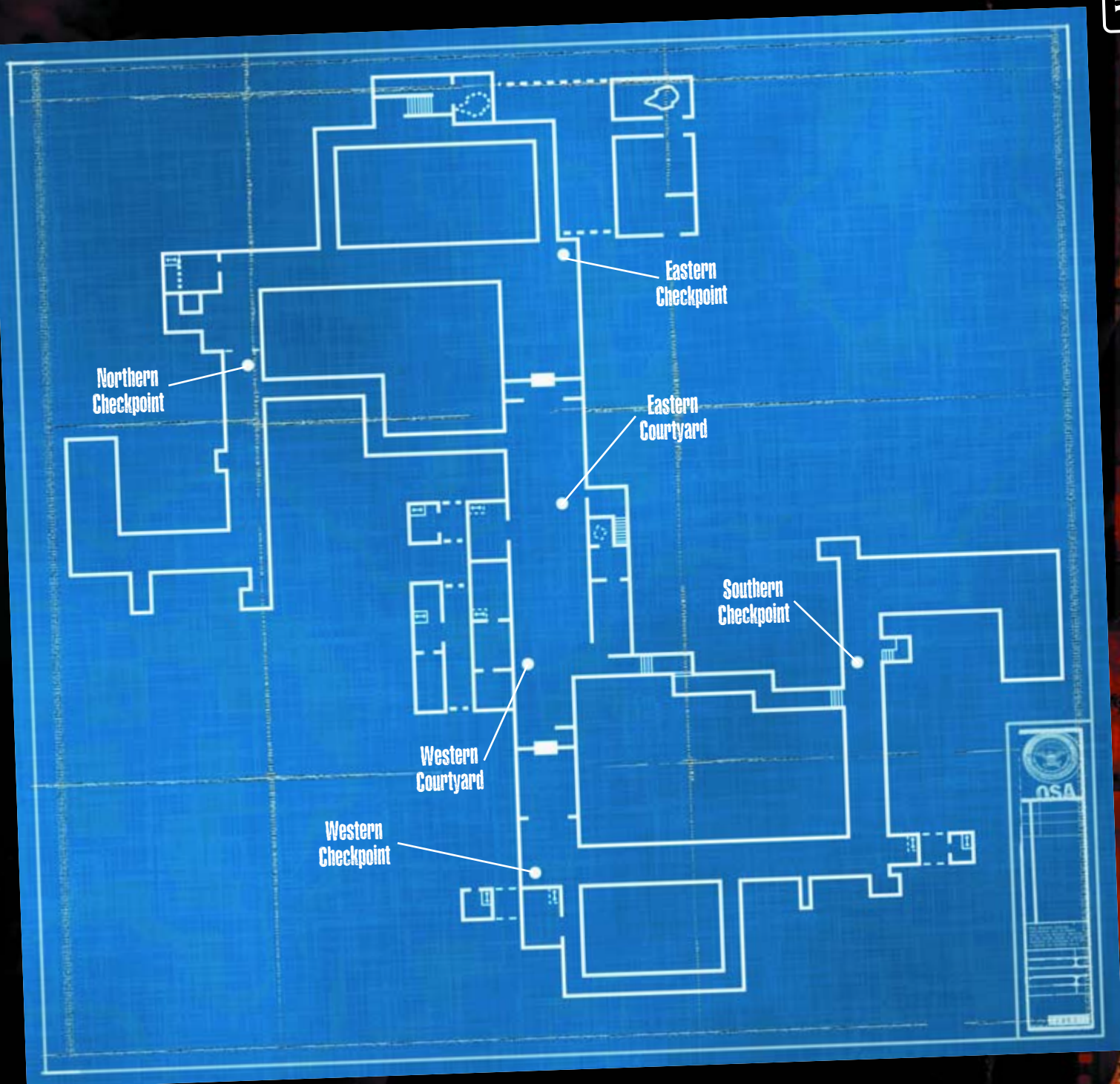
Have one of your soldiers guard this vent. It's an alternate route that starts in the elevator shaft across from the radio room.



Destruction

Games Available: Checkpoint, Elimination
Overview: Secure the village.

MULTIPLAYER



Allies and Axis

General Tactics

Both teams want to get to the courtyard as soon as possible. At that point, the Allies should control the north, east, and west courtyard flags while the Axis should control the south, west, and east courtyard flags. The courtyard is the major hot spot, and whatever side takes it gets the majority of the flags. That team should reinforce its positions and hold the lead until time expires. If they opt to take the rest of the flags, they must split their forces. It's a gutsy strategy, but unwise.

ALLIED AND AXIS OBJECTIVE

Objective: Control all six flags.

Key Points



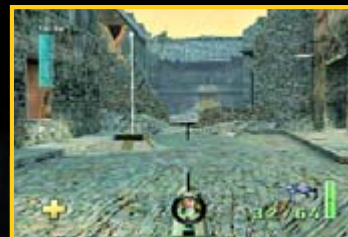
The Allies should take this corridor and get to the courtyard as quickly as possible.



The Axis should take this alley and get to the courtyard fast.



Take the high ground in the courtyard and call in air strikes to wipe out your enemies.



The Axis should man this MG42 in the courtyard to obliterate any advancing Allies.

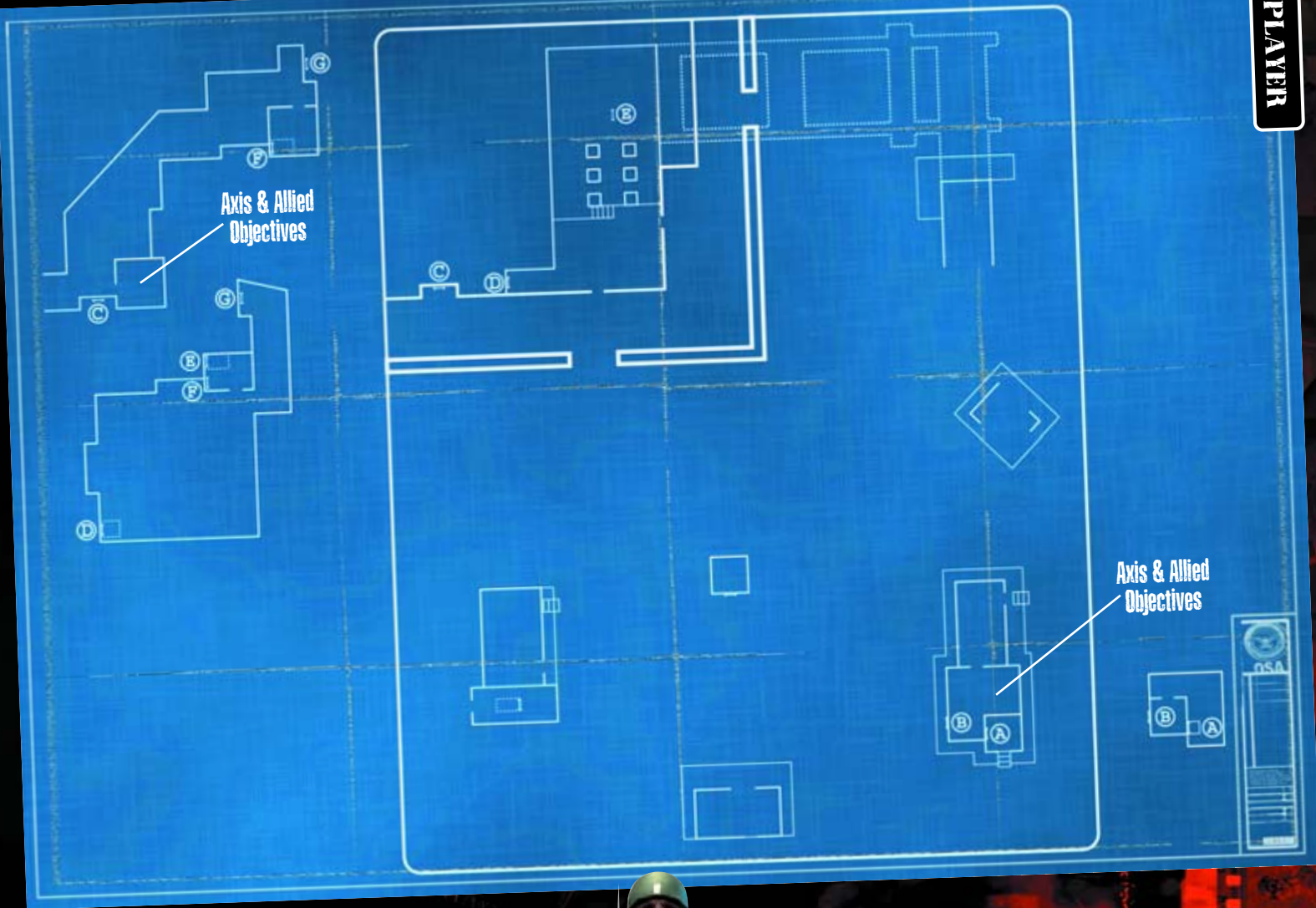


Ice

Games Available: Objective, Stopwatch, Elimination

Overview: Axis forces attempt to steal Allied war documents and transmit them.

MULTIPLAYER



Allies

General Tactics

Objective 1: Take the ladder left of the front gate. It takes you up to the document tower. Set up positions here and by the other tower. Watch the tunnel entrance for any sneak attacks. Watch for attacks from the gun tower; have snipers take out the gunner.

ALLIED OBJECTIVES

- Objective 1:** Defend the Allied war documents.
- Objective 2:** Stop the Axis from transmitting.

Objective 2: If the Axis forces get the documents, watch for them to try to leave via the hole in the wall or out the front gate. Do whatever it takes to stop them from reaching the communication bunker.

Key Points



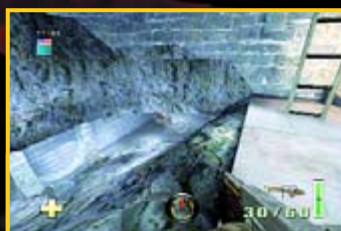
Be quick to set up the defense here.



This ladder takes you to the document.



While defending this gate, watch the attack from the gun tower.



Hold your position here and don't let the Axis forces through.



Keep a close eye on this entrance.



Watch for Axis comings and goings here.

Axis

General Tactics

Objective 1: You can steal the documents in one of three ways. The key is a quick grab while the Allies are setting up defenses. The quickest way in is through the front gate and up the ladder to the left. To be sneaky, take the tunnel entrance to the first set of ladders.

AXIS OBJECTIVES

- Objective 1:** Steal the Allied war documents.
- Objective 2:** Transmit the Allied war documents.

Objective 2: Get out and transmit as quickly as possible. Jump onto the boxes on the second floor, then to the ground, and head out through the hole in the wall. Make a mad dash for the transmitter hut.

Key Points



Make a strong attack here and have someone go up the ladder.



Use this gun to get rid of the defenders of the documents.



Head in here to get a surprise back attack.



Get to this wall for an easy escape.



Watch for the strong defense set up here.

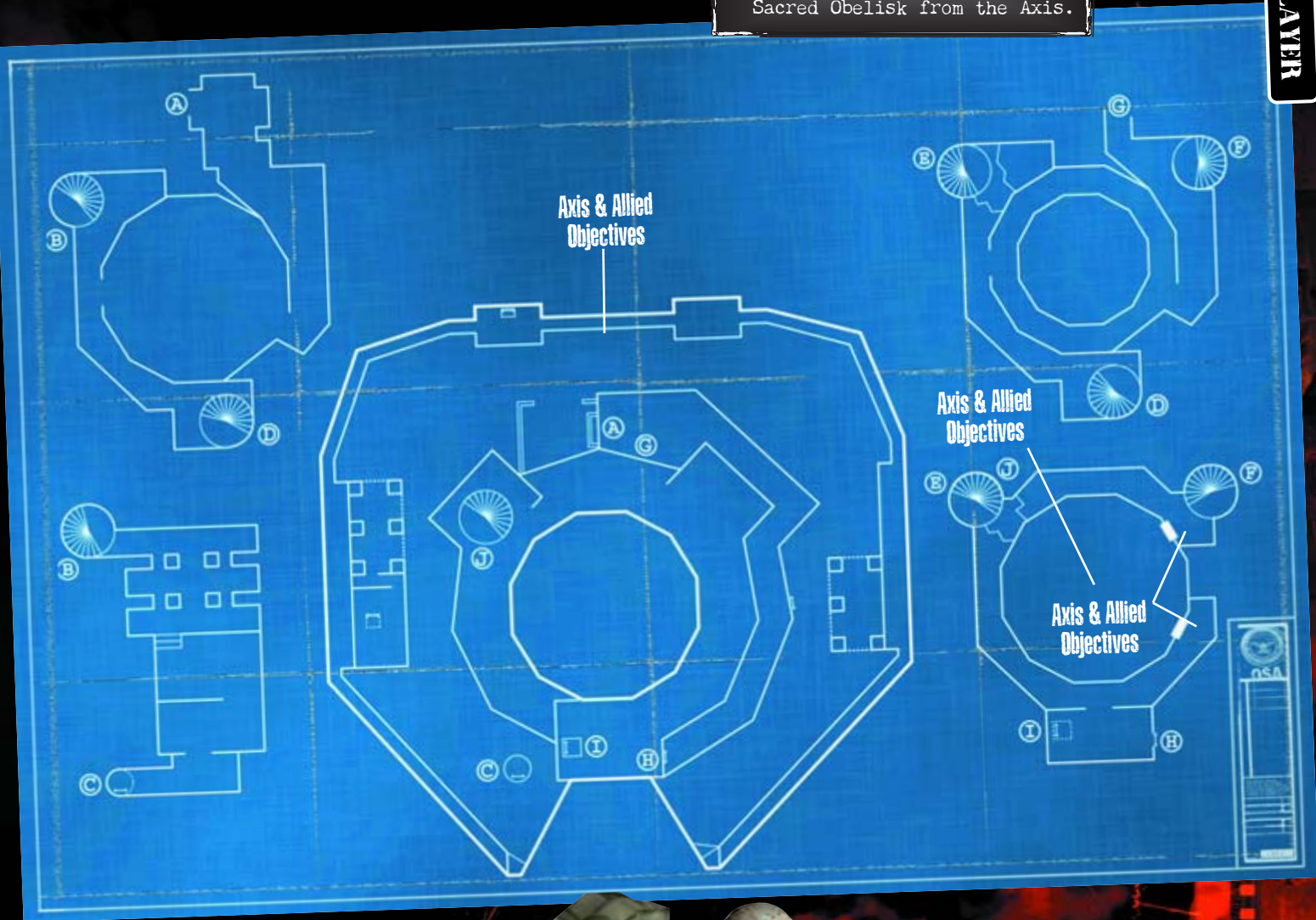


Get the documents here and you've won.

Keep

Games Available: Objective, Stopwatch, Elimination
Overview: Allied forces are attempting to steal the Sacred Obelisk from the Axis.

MULTIPLAYER



Allies

General Tactics

Objective 1: The best route to the Sacred Obelisk is through the wine cellar and up the spiral staircase. Once on top, take the wooden plank to the broken staircase. A few jumps and one flight of stairs later you're where you need to be.

ALLIED OBJECTIVES

- Objective 1:** Breach the roof.
- Objective 2:** Steal the Sacred Obelisk.
- Objective 3:** Escape with the Sacred Obelisk.

Objective 2: Protect the Engineer while he lays the Dynamite. Stop any Axis Engineer from trying to disarm your Dynamite. Watch for attacks from the roof—have soldiers clear the roof while the Engineer does his thing. After the gates are down, grab the obelisk.

Objective 3: When you have the obelisk, descend the stairs near the southeast gate. That takes you outside above the courtyard. Turn right and proceed until you see a ladder. Take it down, turn left, and run toward the truck while dodging gunfire.

Key Points



Try to get up these stairs before the Axis cut them off.



Blow these to steal the obelisk from the Axis.



This is where you need to get before escaping.



This will take you to the roof gates.



Use these for alternate routes inside the keep.



Make it here with the obelisk and you're home free.

Axis

General Tactics

Objective 1: First, get into the keep and head to the broken staircase. Stop any Allies from coming up, then go to the roof gates.

Stop any Engineers from planting Dynamite at these

gates, or the obelisk is easy to steal. Set up defenses on the roof so you can shoot down on anyone who comes close to the gates.

Objective 2: If the roof gates get blown, defend the obelisk from the roof or from inside the obelisk room. Stop your foes' escape by blocking off the stairs and the model room's entrance.

Objective 3: The courtyard is big enough that you can see the enemy trying to escape. Use this to your advantage so they don't make it to the getaway truck. Cut off any move toward the truck.

AXIS OBJECTIVES

- Objective 1:** Defend the roof.
- Objective 2:** Protect the Sacred Obelisk.
- Objective 3:** Prevent the Allies from escaping.

Key Points



Most of the action takes place here.



A good spot to put an ambush on Allies who try to come through.



This takes you to the crypt gates.



Don't let the Allies blow these gates, or the obelisk is easy to steal.



A good place to put fire on anyone trying to steal the obelisk.



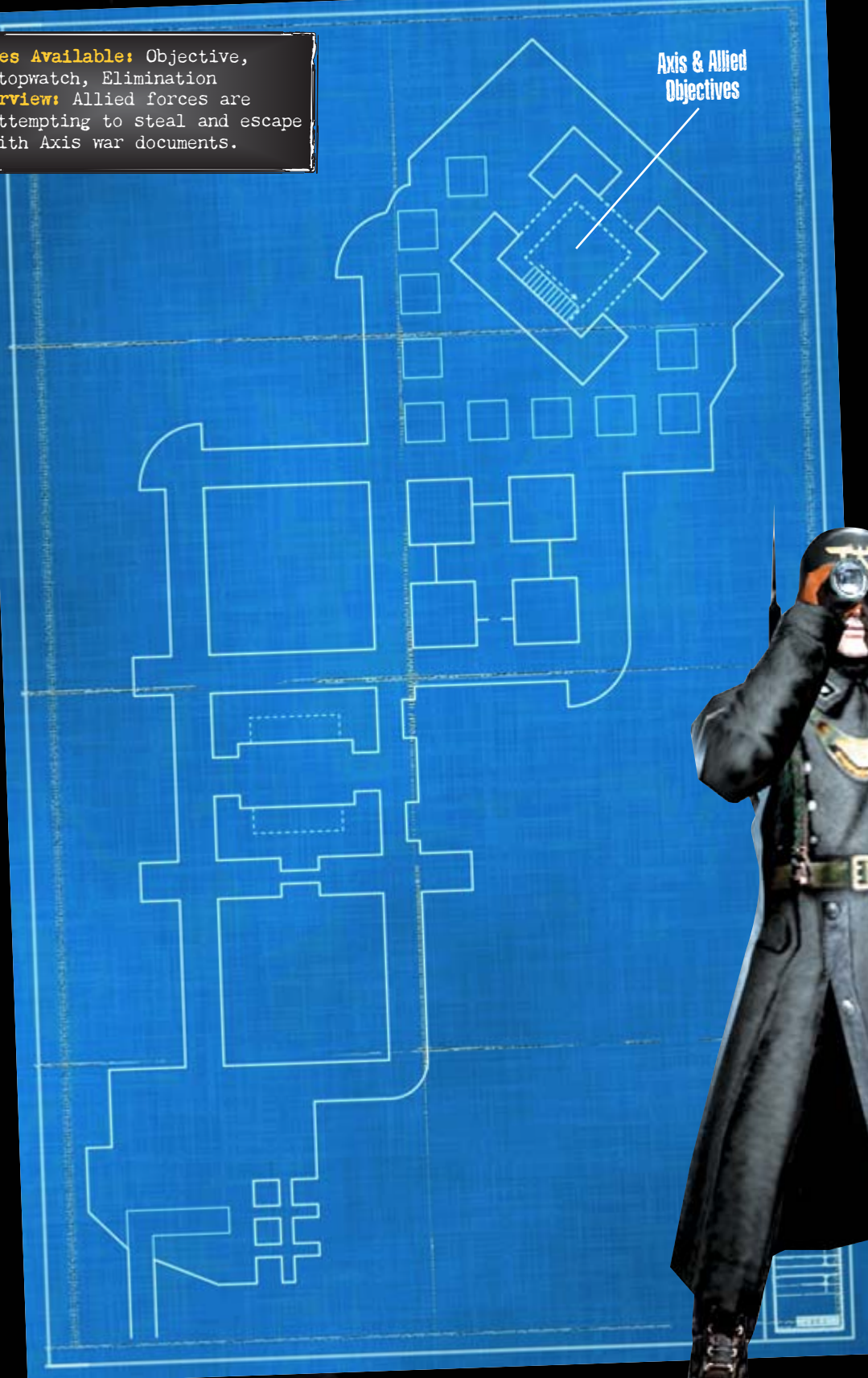
Put a good defense here and stop the Allies from coming up.

Norway

MULTIPLAYER

Games Available: Objective, Stopwatch, Elimination
Overview: Allied forces are attempting to steal and escape with Axis war documents.

Axis & Allied Objectives



Allies

General Tactics

Objective 1: Blow the barbed-wire fences as fast as possible. Once through, make your way to the documents, checking alcoves to avoid getting shot in the back by

Axis soldiers. There are three ways into the document room, but be careful of the balcony, where Axis soldiers wait to gun you down.

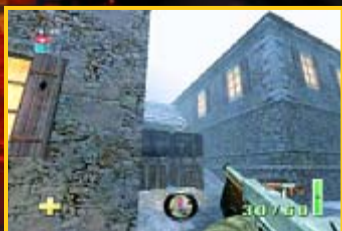
Objective 2: When you have the documents, run and use the alcoves for cover. Zigzag—don't run in a straight line—so it's difficult for the enemy to hit you. Use the area with the boxes to make a fast hop over the fence. If you have any Grenades left, drop them in front of you so the enemy runs toward them as they explode.

ALLIED OBJECTIVES

Objective 1: Steal the war documents.

Objective 2: Escape with the war documents.

Key Points



Check around the corners so the enemy doesn't ambush you.



Be cautious when entering here. Don't let the enemy get the jump on you.



A good way to sneak into the next area by the documents.



Use this to sneak in or make a fast escape from the enemy.



Use the trees as cover.



You need to get here after the documents are in hand.

Axis

General Tactics

Objective 1: Get positions set up in the alleys and around the documents. Stop the enemy from advancing by hiding in the alcoves. If you can hold the enemy at the barbed-wire gates, victory is yours. These are the only two ways in.

AXIS OBJECTIVES

Objective 1: Defend the war documents.

Objective 2: Stop the Allied forces from escaping.

Objective 2: Stop the Allies from reaching the docks. If you can make it to the area where the barbed-wire fences were, cut the enemy off and take back the documents.

Key Points



Good places for ambushes or to sneak up behind the enemy.



The catwalk makes a good position for firing on the enemy.



From this point, you can cut off the Allies by running back and forth.



Stop the enemy from getting through here and to the documents.



Watch for the enemy trying to come through here.



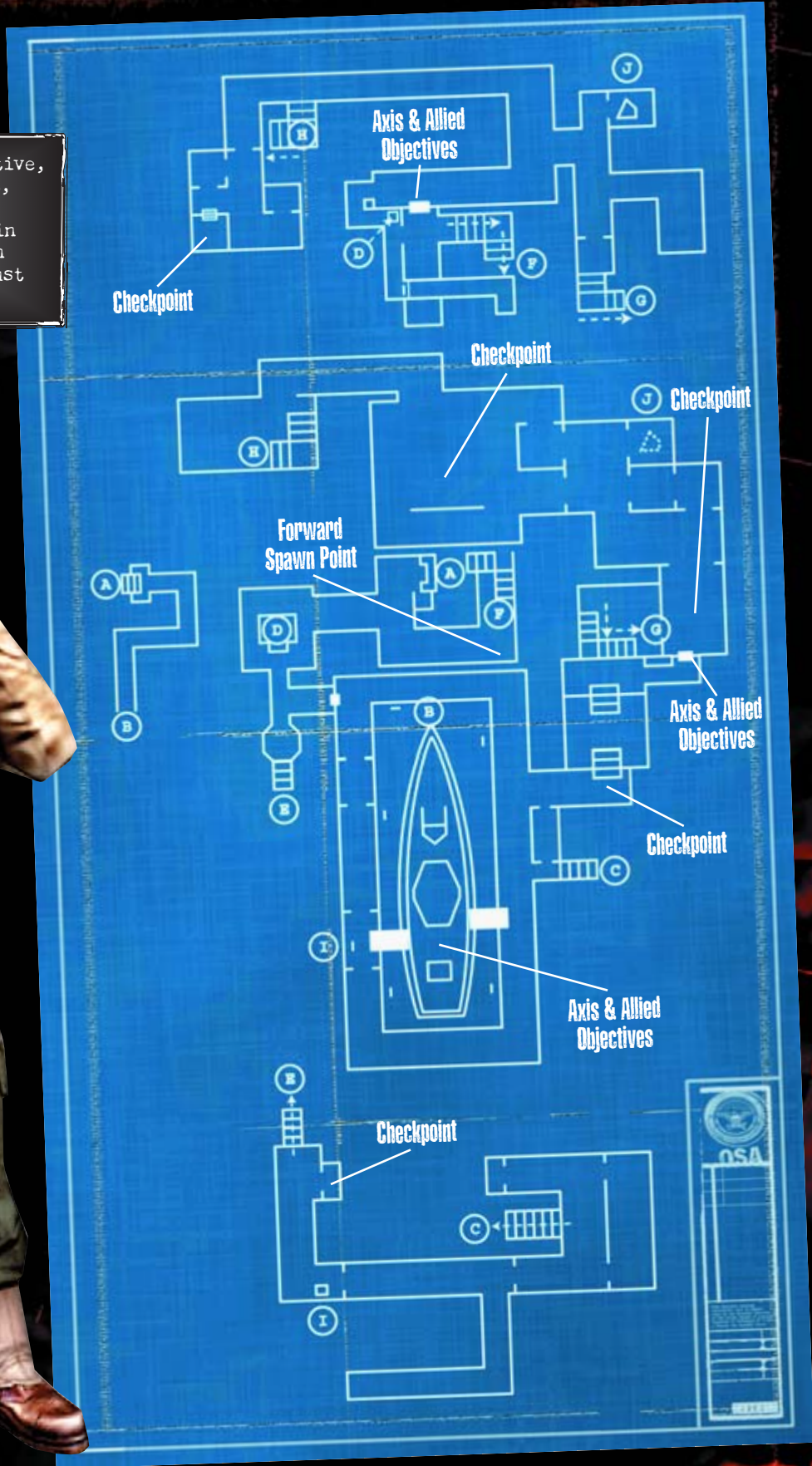
Watch this area so the enemy doesn't escape through here.

Sub

MULTIPLAYER

Games Available: Objective, Stopwatch, Checkpoint, Elimination

Overview: Hidden away in the secret base is an Axis submarine you must destroy.



Allies

General Tactics

Objective 1:

The quickest way to the submarine is through the filtration door. That hall is heavily guarded, so instead, head to the storage door and through the air ducts. From the air ducts you can circumvent the storage door and either exit the ducts and take the central access room, or head down the ladder and swim to a room close to the submarine (Pool Chamber 3).

Like the filtration door, Pool Chamber 3 is well defended. Instead, take the flag in the central access room. Send a few men deeper into the air duct and up the ladder at the end. They come out above the flag and can drop Grenades at Axis forces below. Simultaneously exit the duct on the other side of the storage door and take on the Axis soldiers.

When the flag is yours, attack the sub. Have a group of men jump over the small bridge and swim to the sub's underbelly. The rest should push forth and confront any resistance in the rooms closest to the sub. This two-pronged attack divides the Nazi forces and ensures victory.

Key Points



Descending the ladder in the air duct lets you swim to this point (Pool Chamber 3), one room away from the submarine.



Circumvent the storage door by entering the air duct shown here. If the Axis controls the duct, detonate the door to create another path to the central access room.

ALLIED OBJECTIVES

Objective 1: Destroy the Axis submarine.

Secondary Objective 1: Destroy the path to the submarine.

Secondary Objective 2: Capture the central access room.



Get to the central access room through the air duct or by detonating the storage door. Control the flag for a chance of taking the sub.



Destroy the filtration door to gain quick access to the submarine.



This is your objective. Destroy it by planting Dynamite near the tower.

Axis

General Tactics

Objective 1: Split your men and defend the filtration door and the air duct.

Controlling both cuts off all paths to your submarine. If the Allies destroy the storage door, pull your men from the vent and have them guard the waterway

exit in Pool Chamber 3, as well as the central access room. Keeping control of the central access room is critical, so place the majority of your men there.

AXIS OBJECTIVES

Objective 1: Defend the Axis submarine.

Secondary Objective 1: Defend the path to the submarine.

Secondary Objective 2: Hold the central access room.

Key Points



If you don't control the air duct, guard Pool Chamber 3. Allies can access it through this pool of water.



The filtration door is the quickest way to your submarine. If it's blown, don't let the Allies through.



Defend the central access room, or the Allies have a forward spawning point.

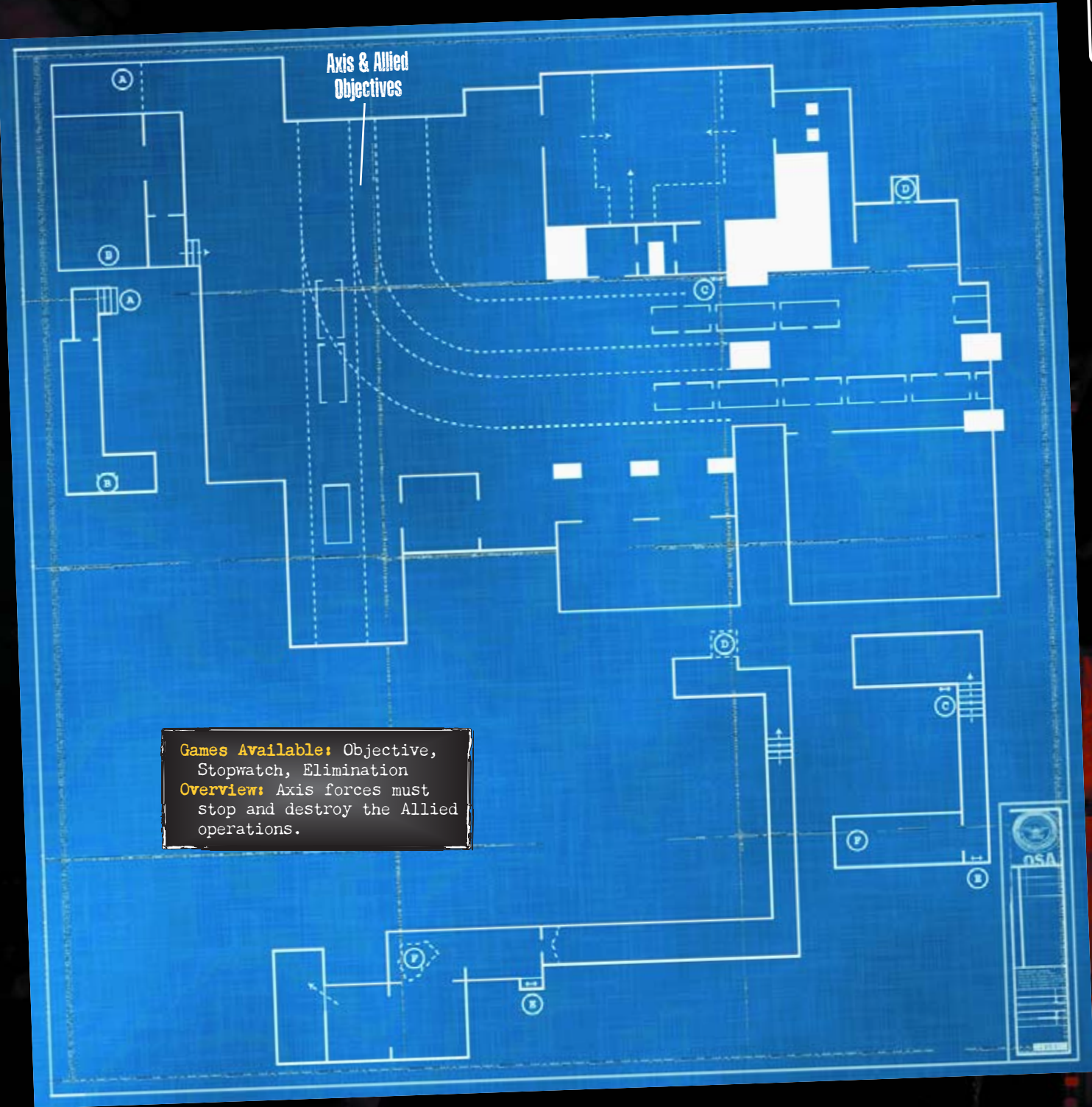


Taking control of the air duct cuts off the Allied advance to the waterway. If the storage door isn't destroyed, the air duct and the filtration door are the only ways to the submarine.



This is the submarine; guard it with your life.

Trainyard



Games Available: Objective, Stopwatch, Elimination
Overview: Axis forces must stop and destroy the Allied operations.

Allies

General Tactics

Objective 1: You can't win if you don't have a strong defense. Have one soldier man the MG42 sitting in the boxcar near the field operations. From there, he can slaughter any Axis troops who emerge from the trains.

Have a sniper and a Lieutenant take up positions on the rooftops overlooking the trainyard. Take the ladder in the elevator shaft to the top and fall onto the elevator. Jump down and follow the corridors until you reach the rooftops. You have a great shot at any Axis foe who ventures into your territory.

A few other soldiers should guard the elevator shaft, ensuring that no enemies emerge from below.

Key Points

ALLIED OBJECTIVES

Objective 1: Defend the Allied operations.



Protect the Allied operations at all cost. Be aware of Axis forces exiting the train and the warehouse to the left.



Equip a Mauser and get to this area overlooking the Allied compound. From here, thwart any Axis attempts to destroy the field operations. Take a Lieutenant to feed you ammo and watch your back.



Find this elevator shaft in the warehouse near the field operations. It leads to an underground tunnel that gives you multiple ways to enter the Axis base.



This MG42 covers a wide area and is great for defending the courtyard. Axis forces can enter the boxcar from the rooftops, but if the sniper spot is occupied by teammates, you have nothing to worry about.



Cut off any attacks from here. Don't let them through here or divert your attention from the main attack.



Pick off any snipers from here.

Axis

General Tactics

Objective 1: To take the Allied field operations, control the rooftops overlooking their train yard. Get a Mauser-toting soldier, a

AXIS OBJECTIVES

Objective 1: Destroy the Allied operations.

Lieutenant, and a Medic up there for a huge advantage. Keep the Medic out of harm's way in case the sniper needs to be healed or revived. The Lieutenant can feed ammo to the sniper and call for artillery bombardments if the Allies overwhelm them.

Key Points



Camping in this area allows you to inflict massive damage on the Allied forces. Get here by taking the tunnel to the elevator shaft and climbing the ladder to the top. Turn and jump away from the ladder to land on an elevator car. Fall through the roof and take the path until you reach the rooftops.



Use this area for a diversion attack.



This is your goal. Destroy it and the match is yours.



Don't get ripped to shreds by this gun.



It can get cramped in here. Don't kill one of your own.



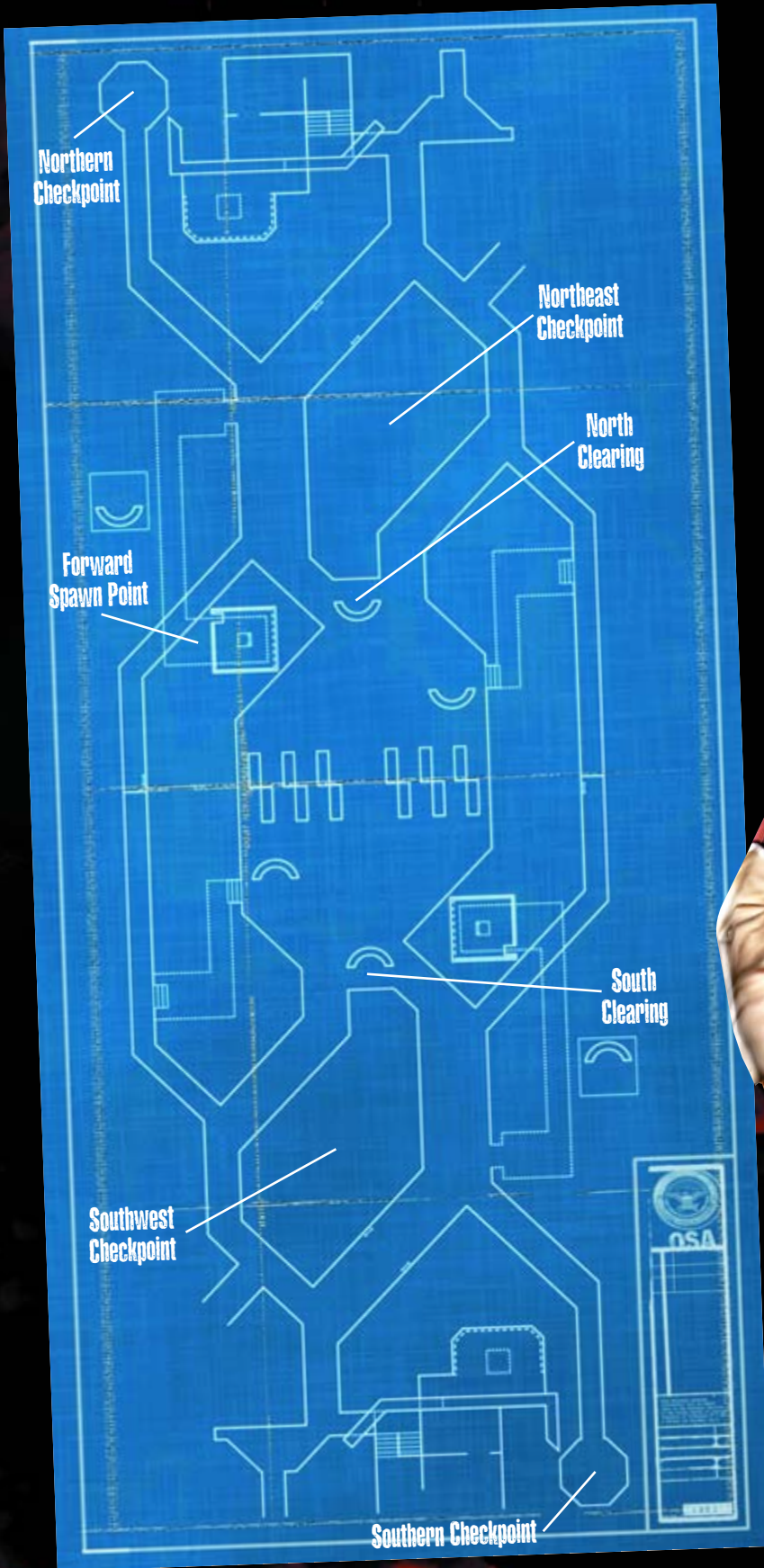
Take out the machine gun nest from here.



Trench Toast

MULTIPLAYER

Games Available: Checkpoint
Overview: Secure the compound.



Allies and Axis

General Tactics

The main battle is for the north and south clearing flags. Small parties have to go for the flags on enemy territories. Snipers love this map; don't let anyone juke you. Once you take the clearing, push forward with all you have to smother the enemy.

Key Points



These MG42s are great for covering your side of the compound.



Get the spawn deployment flag so you can spawn in the map's center.



Gun towers on the sides of the courtyard help secure the area.



A strong defense around these flags makes them hard for the opposing force to take.

ALLIED AND AXIS OBJECTIVE

Objective: Control all six checkpoints.

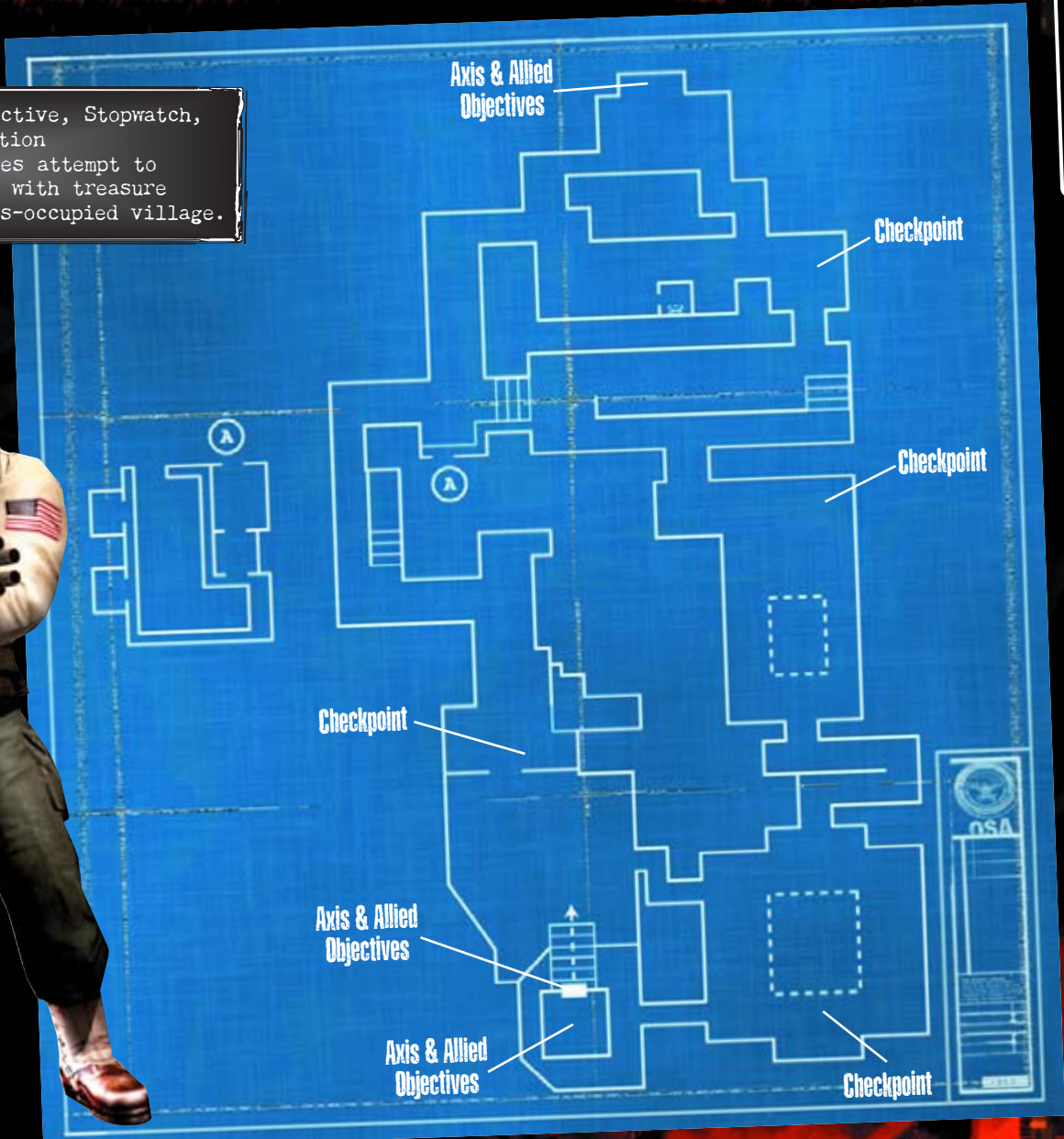


Village

MULTIPLAYER

Games Available: Objective, Stopwatch, Checkpoint, Elimination

Overview: Allied forces attempt to retrieve and escape with treasure stolen from the Axis-occupied village.



Allies

General Tactics

Objective 1: There are different paths to get to the cemetery's crypt, but the key is to capture and hold the northwest courtyard. Assault and capture the west courtyard to access the tavern. The tavern is connected to the cottage as well as to the northwest courtyard. The wine cellar in the cottage has two access points to the cemetery area. If you take it, you can avoid the entrance of the cemetery that is guarded by two MG42s.

A frontal assault is an effective diversion. Go to the central bridge and through the tunnel. The tunnel is heavily guarded, but you can go around it by

ALLIED OBJECTIVES

- Objective 1:** Breach the crypt.
- Objective 2:** Grab the gold.
- Objective 3:** Return the gold to the truck.

going through the central courtyard and coming from behind. From here, you can go two ways. Either go through the destroyed cottage or go through the Axis deployment area. This also leads you to the cemetery. Watch out for fire from the rooftops and the MG42s guarding the entrance to the cemetery.

Objective 2: A quick way to the Allied truck is to go through the Axis deployment area and back to the central bridge. Go through the tunnel and head left through the south tower. It's a convoluted path through the wine cellar, tavern, and cottage to the southwest courtyard area, then the south tower, but it is effective in losing your pursuers.

Objective 3: To capture the northwest courtyard, go through the west courtyard guarded by an MG42. After you secure this area, you have access to the tavern, the cottage, and the northwest courtyard flag.

Key Points



This low tunnel is the short way to the cemetery.



This is the truck you must return to after you steal the gold.



Destroy the crypt door to gain access to the gold inside. Destroy the barbed wire blocking the path with a grenade, or hop the short wall at the corners.



Don't get ripped to shreds by the MG42 covering the crypt entrance.



Hop this wall and you're behind the crypt.



Take the tavern to the northwest courtyard

Axis

General Tactics

Objective 1:

Holding the northwest courtyard ensures that Allied soldiers must come through the west courtyard. An MG42 is positioned at the only entrance. Stock this area with comrades to block access to the tavern. The tavern is connected to the cottage, the northwest courtyard, and the wine cellar. The wine cellar in the cottage has two access points to the cemetery area. As long as the west courtyard is secure, the Allied soldiers won't take the northwest courtyard, and they have to go another way.

The central bridge and the central courtyard offer another way for the Allied soldiers to get in, so position soldiers in the central courtyard area. Foes can come from the southwest courtyard entrance or the central bridge. A door

AXIS OBJECTIVES

- Objective 1: Defend the crypt.
- Objective 2: Defend the gold.
- Objective 3: Return the gold to the crypt.

allows you to see if Allied soldiers are near the central bridge. Ventilate any you see. Watch the tunnel, too. Look to the left to see a gold door. Watch for any soldiers passing by and shoot them.

Objective 2: If the Allies capture the northwest courtyard, secure the wine cellar. This allows you to block the two access points to the cemetery. If you must fall back, position soldiers over both access points to contain the enemy in the wine cellar. At the Axis deployment area, position soldiers on the rooftops and in the destroyed cottage. Camping in the Axis spawn spots allows you to see if the enemy has penetrated the Axis deployment area.

An MG42 guards the outside entrance of the cemetery. Use it, but be careful—enemy fire from the rooftops can kill you in this position. The last line of defense for the Axis is the cemetery. If everything goes to hell, position men at the access points from the wine cellar and keep up sustained fire from the MG42 and from behind the wall near the crypt.

Objective 3: If the Allies get the gold, get soldiers to the south tower and the Allied truck area. Position some soldiers at the top of the tower to seal the area. Allied soldiers may go through the tavern and the west courtyard, so have soldiers in the southwest courtyard. Guard the tunnel at the central bridge as well as the central courtyard to make it difficult for Allied soldiers to return.

Key Points



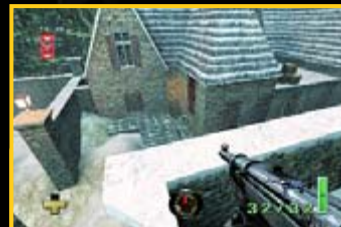
Stay in your spawn point to pick off Allies who approach the MG42 covering the outside cemetery.



This tunnel is one way to get in. At the left is a gold door. Mow down any Allied soldier who passes that door. Behind you is a hall to the central courtyard. Covering these areas closes off that side of the level.



Effective defense of the west courtyard forces the Allies into a frontal attack on the cemetery. There, a pair of MG42s guarding it cuts them down.



Climbing the drainpipe in this courtyard gives you a nice sniping position.



Control this MG42 emplacement to cover the cemetery.



This MG42 covers the main cemetery entrance.





OSA





OSA



NOTES





OSA



A series of horizontal lines for writing, typical of a notepad page.

