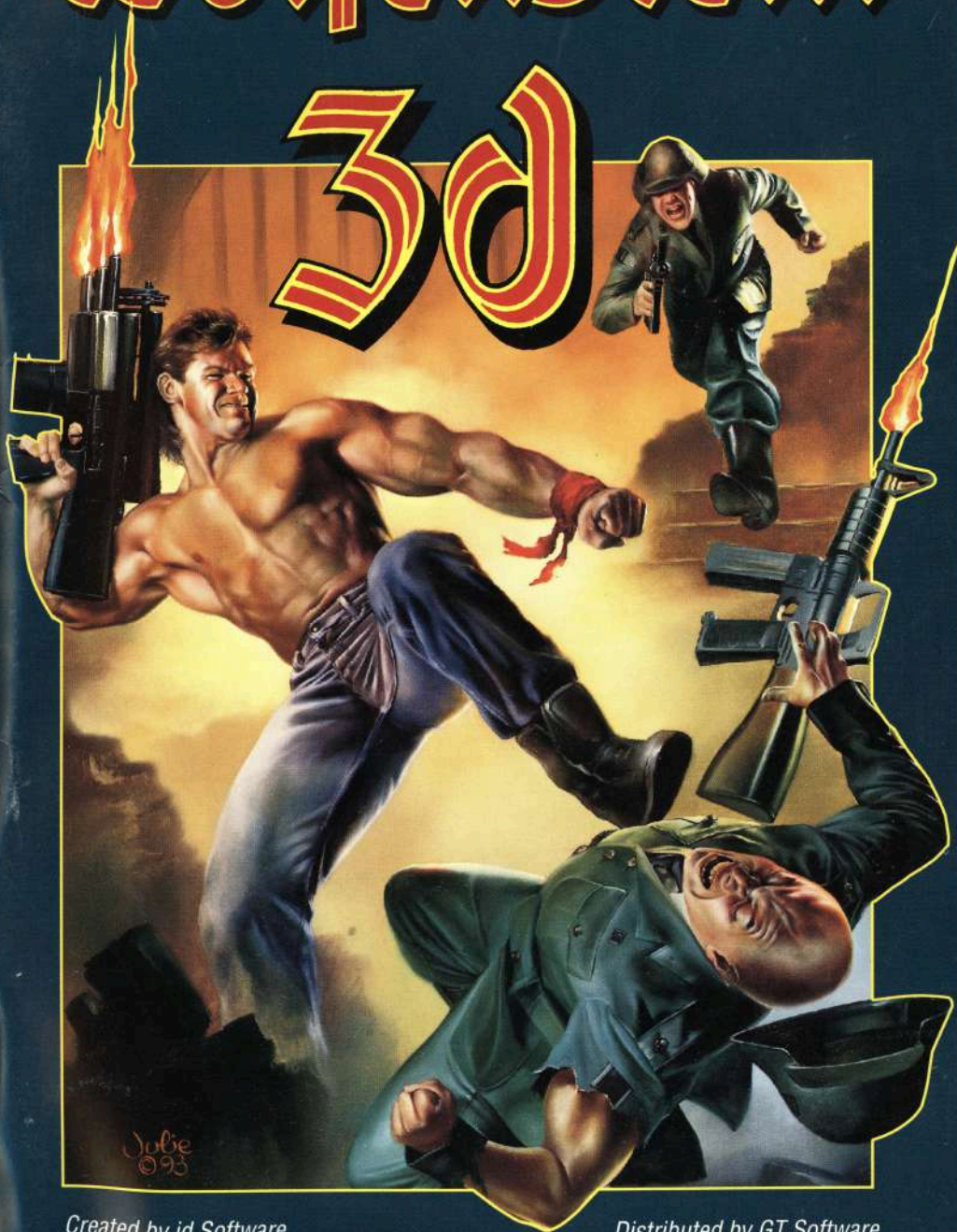


The Official Player's Manual For

# Wolfenstein

# 3D



Created by id Software

Distributed by GT Software

## TABLE OF CONTENTS

THE STORY SO FAR.....	2
QUICK INSTALL.....	3
GETTING STARTED.....	3
CONTROLLING THE ACTION.....	5
COMMANDS AND SHORTCUTS.....	7
YOUR CURRENT STATUS.....	8
ITEMS YOU PICK UP.....	9
DENIZENS OF CASTLE WOLFENSTEIN.....	10
EPISODE TWO: OPERATION EISENFAUST.....	10
EPISODE THREE: DIE FUHRER DIE.....	11
THE NOCTURNAL MISSIONS.....	11
HINTS AND STRATEGIES.....	12
TROUBLE SHOOTING.....	13

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## ABOUT WOLFENSTEIN 3-D

*Wolfenstein* features 256 color VGA graphics that animate faster than a motion picture. The controls for *Wolfenstein* are made simple for the user. Instead of slowing down the action with laborious and complex controls, we placed the challenge of *Wolfenstein* in the gameplay. To survive *Wolfenstein* all you'll need is quick reflexes, a good sense of direction and a killer instinct.

### System Requirements for *Wolfenstein 3-D*

*Wolfenstein* requires an IBM® or 100% compatible computer with 640K RAM, a VGA graphics card, and a hard disk drive or 1.44 Meg floppy disk drive. A joystick and mouse are optional. A Sound Blaster™, AdLib™ or 100% compatible sound board is recommended.



# WOLFENSTEIN 3-D

## EPISODE ONE: ESCAPE FROM WOLFENSTEIN

### The Story So Far...

You're William J. "B.J." Blazkowicz, the Allies' bad boy of espionage and a terminal action seeker.

Your mission was to infiltrate the Nazi fortress Castle Hollehammer and find the plans for Operation Eisenfaust (Iron Fist), the Nazi's blueprint for building the perfect army. Rumors are that deep within Castle Hollehammer the diabolical Dr. Schabbs has perfected a technique for building a fierce army from the bodies of the dead. It's so far removed from reality that it would seem silly if it wasn't so sick. But what if it were true?

You were never given the chance to find out! Captured in your attempt to grab the secret plans, you were taken to the Nazi prison Castle Wolfenstein for questioning and eventual execution. Now for twelve long days you've been imprisoned beneath the castle fortress. Just beyond your cell door sits a lone thick-necked Nazi guard. He assisted an SS Dentist/Mechanic in an attempt to jump start your tonsils earlier that morning.

You're at your breaking point! Quivering on the floor you beg for medical assistance in return for information. His face hints a smug grin of victory as he reaches for his keys. He opens the door, the tumblers in the lock echo through the corridors and the door squeaks open. HIS MISTAKE!

A single kick to his knee sends him to the floor. Giving him your version of the victory sign, you grab his knife and quickly finish the job. You stand over the guard's fallen body, grabbing frantically for his gun. You're not sure if the other guards heard his muffled scream. Deep in the belly of a Nazi dungeon, you must escape. This desperate act has sealed your fate—get out or die trying.

## QUICK INSTALL

Before you begin *Wolfenstein* you must install it. *Wolfenstein's* installation utility will place the necessary files on your floppy or hard disk drive. To install follow these steps:

1. Put the disk in the disk drive.
2. Select the appropriate drive, A: or B:
3. Type INSTALL and press enter.

## GETTING STARTED

When the installation is complete type WOLF3D and press the enter key at the DOS prompt.

After the title sequence, you'll be presented with an Options Menu. Use the arrow keys, mouse, or joystick to highlight a desired selection. Press the Enter key, left mouse button, or Fire button to activate that option. The following is a list of options available to you.

### New Game

When you select New Game, you can choose from four difficulty levels. Each level differs in the amount of enemies you'll face and the damage they can take.



*Can I Play Daddy* is appropriate for younger players or non-gamers.



*Don't Hurt Me* is designed for part-time gamers who are starting *Wolfenstein*.



*Bring' Em On* is designed for most game players.



*I Am Death Incarnate* is for those people who want a real challenge.

Next, select which episode you wish to play. It is recommended to play the episodes in order.

William J. "B.J." Blazkowicz

## Sound...F4

There are three types of sounds in *Wolfenstein*—Sound Effects, Digitized Sound, and Music. *Wolfenstein* will automatically detect if your system is equipped with the appropriate sound board and default to the best settings.

To activate or deactivate a particular type of sound, highlight the appropriate selection and press the Enter key.

A sound board isn't required to play *Wolfenstein*, but to hear the game's enhanced sounds you must have a compatible sound board. The chart indicates the type of sounds that are available to you if you have a Sound Blaster, AdLib, Disney Sound Source, or 100% compatible sound board.

	Blaster	AdLib	Disney
Sound Effects	x	x	
Digitized	x		x
Music	x	x	

## Control...F6

The Control Menu allows you to select and modify the input device for playing *Wolfenstein*. In conjunction with the keyboard you may also use a mouse, joystick or Gravis PC GamePad.<sup>TM</sup>



If your mouse is operating at an awkward speed, select the Mouse Sensitivity option to calibrate it.

Choose the Customize Control option to modify the controls for playing *Wolfenstein*. For example, instead of using the Ctrl key to fire, you may prefer the Space bar.

To customize a control, select a device and function to modify and press the Enter key. The name of the key or control which currently activates that function will change to a "?". Press the key or button that you wish to use to activate that function. *(Though both sets of arrow keys work in the game, use the numbered keys to set them as a control.)*

### **Load Game...F3**

Press F3 to load a saved game. If you're in a game, you will be asked to confirm your choice.

### **Save Game...F2**

*Wolfenstein's* Save screen provides ten Save game slots. To save a game, move to an empty slot (or one you don't mind writing over), enter a name and press return.

### **Quick Save...F8**

Quick Save is an easy method for saving a game without leaving the action. The first time it is used the standard Save menu will appear. Select a slot to use for that Save. Future Quick Saves won't interrupt the game because they automatically save over your last saved game.

### **Quick Load...F9**

If you wish to quickly return to the Quick Saved location, press F9.

### **Change View...F5**

You may wish to reduce the view of *Wolfenstein* in order to speed-up game play. Use the arrow keys to change the size of the window. *Wolfenstein* will scale everything to fit in the new window.

### **Read This...F1**

If you are having difficulty playing *Wolfenstein*, press F1 to access the on-line help.

### **View Scores**

Select View Scores to see a list of the top seven game scores.

### **Back to Demo/Game**

If you aren't currently playing a game, this option will be "Back to Demo." If chosen, you will see the title sequence and a short demonstration of the game. If you are playing a game, this option will be "Back to Game."

### **End Game...F7**

This will end a game and return you to the Options Menu.

### **Quit...F10**

Press F10 to quit from *Wolfenstein* and return to DOS.

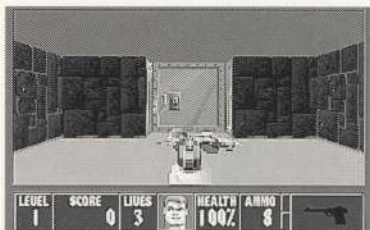
### **Back to Options Menu...Esc**

If at any time during the game you wish to return to the Options Menu press the ESC key.

## CONTROLLING THE ACTION

If you've selected New Game and Episode One, you are standing over a dead Nazi guard. The door to your prison cell is unlocked. You are carrying the recently terminated guard's knife and pistol. Outside that door is a world of hurt waiting for you!

The following is a list of controls and commands for moving and fighting within *Wolfenstein*. Remember to press the F1 key for on-line assistance.



### Travelling

The key to playing *Wolfenstein* is learning how to effectively maneuver through the Castle's passages. Once in the game you'll need to move quickly in order to surprise guards and avoid others.

**Walking**—Use the up and down Arrow keys to walk through the dungeon.



**Run**—Hold down the right Shift key and an Arrow key to run.



**Turning**—Use the left and right Arrow keys to turn.



**Fast Turn**—Hold down the right Shift key and the left or right Arrow key for fast turns.



**Strafe**—Press the Alt key and the left or right Arrow key to slide side to side instead of turning left or right.



### Arming Yourself

Once you have more than one gun you'll want to choose between firearms. The numeric keys 1-4 select a particular weapon.

The weapons are:

1 = Knife                      2 = Pistol  
3 = Machine Gun    4 = Chaingun



You start the game with only a knife and a pistol. Until you discover other weapons, pressing "3" and "4" will have no effect.

If you are out of ammo, you can only use the knife. Pressing a key other than "1" will have no effect.

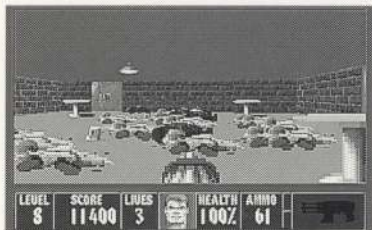
## Killing the Enemy

To use your knife or fire your weapon, point it toward your adversary and press the Ctrl key.



If you are using a machine gun or chaingun, you can hold down the Ctrl key for rapid fire.

The accuracy of a weapon diminishes with the range of the shot. You may want to aim to the left or right of an enemy if your bullets are not hitting. A healthy dose of your victim's splattering blood is a good indicator that you've hit.



## Opening Doors

To open doors and elevators, move in front of the door and press the Space bar. It is not necessary to actually touch the door before opening it.

Some walls in the castle can be pushed back to reveal hidden rooms. To search for hidden rooms move against a wall and press the Space bar.

Several of the doors in Castle Wolfenstein will require keys. These keys can be found some-

where on the same level as the locked door. Using a key requires no additional commands other than the Space bar to open a door.

## Picking Up Stuff

Though the fighting is fierce, there's always time to grab a few trinkets or helpful items. To pick up an item simply walk over it. You're smart and will know if you need to keep it.

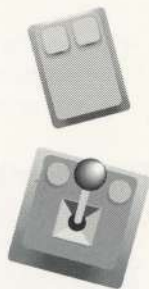
For example, if you are carrying the maximum ammunition of 99 bullets you won't pick up more ammunition by walking over it.

## Getting to the Next Level

Each level contains an elevator. Once you find an elevator, press the Space bar to open the door. Then walk into the elevator and press the Space bar once again to move to the next level.

## Joystick and Mouse Control

When using the mouse or joystick, use button 1 to shoot, and button 2 to strafe. With a three-button mouse, use the third button to open doors.



Gravis PC GamePads have a fourth button that is useful as a run button.





## WOLFENSTEIN 3-D KEY COMMANDS AND SHORTCUTS

The following is a list of key commands used for playing *Wolfenstein*.

### Help

**F1** = Read This!

### Pause

**Pause Key** = Pause

### Control Panel

**Esc Key** = Control Panel

### Program Options

**F2** = Save

**F3** = Load

**F4** = Sound

**F5** = View

**F6** = Control

**F7** = End Game

**F8** = Quick Save

**F9** = Quick Load

**F10** = Quit

### Weapons Selection

**1** = Knife

**2** = Pistol

**3** = Machine Gun

**4** = Chain Gun

### Movement Keys

**Up Arrow** = Move Forward

**Down Arrow** = Move Backward

**Left Arrow** = Turn Left

**Right Arrow** = Turn Right

**Shift + Up Arrow** = Run Forward

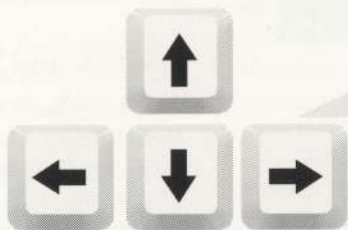
**Shift + Down Arrow** = Run Backward

**Shift + Left Arrow** = Fast Left Turn

**Shift + Right Arrow** = Fast Right Turn

**Alt + Left Arrow** = Strafe Left

**Alt + Right Arrow** = Strafe Right



### Firing Your Weapon

**Ctrl** = Fires Your Weapon

### Opening Doors

**Space Bar** = Open Doors and  
Search for Secret Doors

### Joystick and Mouse Control

When using the mouse or joystick, use button 1 to shoot, and button 2 to strafe. With a three-button mouse, use the third button to open doors. Gravis PC GamePads have a fourth button, useful as a run button.



## YOUR CURRENT STATUS

At the bottom of the play screen is a status bar which provides information important to the play of *Wolfenstein*.

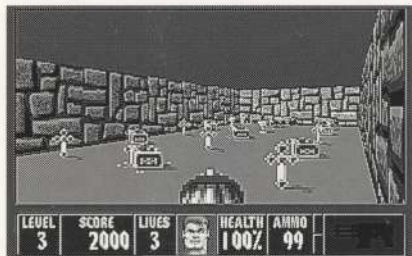


### Level

There are at least 9 levels in each episode of *Wolfenstein*. The current level is always indicated at the far left of the status bar.

### Score

You can gain points by picking up treasure or killing. Every 40,000 points provides an extra life. So collect those treasures!



### Lives

Start each episode with three lives. If you die you'll restart the current level with only a pistol and eight shots. You'll also lose the points you obtained on that level.

### Health

When you start *Wolfenstein* your Health is 100%. Each time you are hit your Health will be reduced. Health is indicated not only in percentages, but also in a visual representation of you located in the status bar. You begin to look

increasingly unhealthy the more damage you take. If your Health is dropping, grab some food or first aid.



### Ammo

Your amount of ammunition is indicated on the status bar. You can carry a total of 99 bullets. Be sure to pick up the ammo left behind when you kill someone. Run out of ammo and you'll be stuck using your knife.

### Key

When you find a key, a representation of that key will be shown in one of the two small slots located to the right of the ammo count.

### Weapon

A representation of the currently active weapon will be shown at the far right of the status bar.

### Getting Rewarded

When you go to a new level, a Bonus Screen will tally your performance. Hidden rooms located, ratio of kills, and percentage of treasure found will be calculated. Each 100% ratio provides 10,000 extra points. Also, if you beat the par times for completing a level you'll receive extra bonus points.

## ITEMS YOU CAN PICK UP

*Wolfenstein* is packed with items that you'll want and need. These items fall within four categories (Healing, Killing, Treasure, and Special Items.)

### HEALING

*Dinners = 10% Health*

You've always had bad table manners. After clearing your Nazi hosts from the dinner table, you should pick up some food-to-go!



*First Aid = 25% Health*

The Nazis have been intercepting Red Cross packages and storing them throughout their strongholds.



### KILLING

*Ammo = 4, 8 Bullets*

These guards are armed to the teeth. Gracious even in death, they'll leave their ammo for the taking! Pick up unused ammo for 8 bullets.



*Machine Gun*

This machine gun is the primary armament of the SS guards. It's an efficient and powerful weapon that is useful for attacking multiple enemies.



*Chaingun*

The Chaingun uses the gatling gun principle of rotating barrels. It's a destructive killing machine that will clear the room. However, it has a healthy appetite for ammunition.



### TREASURE

Hitler has a twisted desire for treasure and religious artifacts. His ill-gotten booty is stored within the walls of his impenetrable fortresses.

*Cross*

100 Points



*Chalice*

500 Points



*Chest*

1000 Points



*Crown*

5000 Points



### SPECIAL ITEMS

*Keys*

Some of the upper levels are well secured with locked doors and elevators. You'll need to search the level for keys into these areas.



*One Ups = Full Health, Full Ammo or 1 Life*

Hidden within secret rooms of the fortresses are items that gives you that extra urge to keep fighting!





## THE DENIZENS OF WOLFENSTEIN

### Episode One: *Escape from Castle Wolfenstein*

Castle Wolfenstein is filled with a host of people who would like nothing better than to see you in a body bag. Remember, that anything moving is a threat.

The guards you will be up against vary in weapons, body armor, speed, skill, aggressiveness, and even intelligence.

#### Guards

The bullies in brown go down easy, but there's a lot of 'em.



#### SS

Members of the Schutzstaffel, they wear blue uniforms, bullet-proof vests, and sadistic grins.



#### Killer Dogs

These German shepherds go right for your throat.



### Episode Two: *Operation: Eisenfaust*

You escape from Castle Wolfenstein and struggle your way to the Allies' front lines. While you were imprisoned, more evidence of the Operation Eisenfaust (Iron Fist) was uncovered.

Grave diggers are becoming Hitler's best recruiters as Dr. Schabbs is preparing to unleash his hideous creations upon the free world. With the force of an entire army of undead killing machines at Adolf's disposal, nothing can stop him.

You are the only one who can defeat the evil Dr. Schabbs and keep his hideous experiments from coming to fruition. Venture into the depths of Castle Hollehammer and inject Dr. Schabbs with your brand of justice.

*In addition to dogs, guards and SS:*

#### Mutants

Hideous human experiments of the evil Dr. Schabbs, these three-armed beasts are killing machines.



#### Dr. Schabbs

He is nuts and prefers killing to all other activities. Watch out for flying syringes or you'll be a mutant too!



## Episode Three: *Die, Führer, Die!*

You destroyed Dr. Schabbs and crushed the Führer's plans for creating an army of undead. His dreams vanquished, the Führer has sunk deeper into his twisted evil mentality.

Now bent on the destruction of the free world, Hitler has become increasingly desperate. Thousands die as Hitler leads his armies into suicide campaigns.

The only way to stop this annihilation is to confront Adolf himself. Can you defeat the Führer and end the war? Or will his hideous reign continue?

*In addition to dogs, guards and SS:*

### Officers

These quick, smart soldiers wear white and see red.



### Adolf Hitler

The essence of evil, he's got a few surprises for you. *The picture shown is only a likeness of Adolf. You'll face the image of evil soon enough!*



## THE NOCTURNAL MISSIONS

How did B.J. Blazkowicz become a Nazi-killing machine?

Now the truth can be told in episodes four through six—The Nocturnal Missions. In this prequel, B.J. must stop a Nazi plan for large scale chemical warfare.

## Episode Four: *A Dark Secret*

You must assassinate Otto Giftmacher, the amoral scientist responsible for designing chemical weapons. Be assured—the castle is well-guarded!

## Episode Five: *Trail of the Madman*

Although the scientist is dead, the plans are in motion. Explore the dungeon of the castle to find the plans so the Nazis can be stopped!

## Episode Six: *Confrontation*

Prepare for the final battle with General Fettgesicht, organizer of the chemical war. Wade through waves of soldiers and stop their Geneva Convention-breaking machinations!



## HINTS AND STRATEGIES

If you are going to survive *Wolfenstein* you'll need more than a trigger finger. Here are some tips to help you escape *Wolfenstein 3-D*.

### Don't Rush Into the Room!

If there is only one entrance, let the Nazi guards come out at you. They'll often be nice enough to open the doors for you.

### Get at an Angle

It's never smart to run into a room. The Nazi guards are sometimes posted near the entrances and stay hidden until you move close to the door. Go up to the door, slide to the side at an angle, and pick the enemy off with less danger to you.

### Use the Keyboard and the Mouse

Once you have the game down, try using the mouse and keyboard at the same time. The mouse provides better control for shooting and turning. Also, the Strafe mode is much easier using the second mouse button.

### Charge

If you run at someone and shoot them point blank, you are more likely to wound them. Plus, this will provide less time for them to shoot you.

### Every Level Has Hidden Stuff

If you explore carefully, you'll find extra health and ammo hidden everywhere! Be sure to collect as much treasure as possible. Remember that every 40,000 points will provide you with an extra life. You'll need it!

### Necessary Items Aren't Hidden

The Nazis may be rude hosts, but they would never hide anything necessary to escaping. Keys and elevators can be reached through the normal passages.

### Don't Be Too Proud to Eat with the Dogs!

After taking too many bullets, it's a wise idea to get help from anywhere. Eating dog food may be humiliating, but it will provide a small boost to your health.

### Use the Quick Save!

The Quick Save, (F8) and Load, (F9) is an easy method of improving your survival rate.

### Conserve Your Ammo

Although it's fun to hold down the Ctrl key to spit bullets everywhere, you should try to restrain yourself. Conserve ammunition and make your shots count.

### Don't Attack with a Knife

If armed with only a knife don't rush into a room full of guards

and expect to come out alive. Spend your time looking for hidden rooms which may provide more ammo. The only thing that separates a brave man and a dead man is a well placed bullet.

### **Do More Damage at Close Range**

The closer you are to an enemy the more damage he takes with each shot. However, killing is a two way street. These Nazi guards have a way of appearing behind you with a point blank shot to your back.

### **Searching for Hidden Passages**

Hidden passages can be located almost anywhere. Sometimes the entrance appears obvious, but often it is not! To make your search easier, move against a wall at an angle. Then hold down the Space bar and strafe across the wall. This enable you to check long walls quickly. Make sure the room is free of Nazis before you start!

### **Does BJ Need a Little Help?**

Out of ammo, beaten to a pulp, and want to survive? Press the MLI keys and receive full health, 99 bullets, and 2 keys. Beware, cheaters never prosper!

## **TROUBLESHOOTING**

### **MEMORY PROBLEMS**

If you run *Wolfenstein* and get an "Out of Memory" window, there are a few things you can do.

### **REMOVE TSR (RESIDENT) PROGRAMS**

If you change your AUTOEXEC.BAT not to load TSR's they won't take up the memory that *Wolfenstein* needs to run. We recommend temporarily renaming your AUTOEXEC.BAT to AUTO, and your CONFIG.SYS to CONFIG. Then reboot your computer and restart *Wolfenstein*.

### **LOAD DOS HIGH**

If you have at least a 286 and some extended memory, plus DOS 5.0, you can load DOS into high memory. Simply put "DOS=HIGH" in your CONFIG.SYS file. Refer to your DOS Manual for further details.

### **OTHER IDEAS**

*Wolfenstein* will use XMS (extended memory setting) and EMS (expanded memory setting) if available. If you have an EMS card or a 386 computer check your system manual for information on how to make this available.

### **SOUND PROBLEMS**

A sound board is recommended for playing *Wolfenstein*. If you are having sound problems here are a few ideas that may assist you!



**SOUND BLASTER ADDRESS**

When you installed your Sound Blaster or Sound Blaster Pro, you may have needed to change the default addresses in order to resolve possible hardware conflicts. *Wolfenstein 3D* can work with **non-standard** Sound Blaster and Sound Blaster Pro settings. However, *Wolfenstein* needs to know these settings.

To enable *Wolfenstein* to obtain your settings, set the "BLASTER" environment variable to contain the appropriate information. To do this either include the following in your AUTOEXEC.BAT file or type it on the command-line before running *Wolfenstein 3D*:  
SET BLASTER=Axxx Ix Dx

Axxx represents the address of the Sound Blaster/Sound Blaster Pro. For the Sound Blaster, it's either A210, A220, A230, A240, A250 or A260. For the Sound Blaster Pro, it's A220 or A240. Default is A220.

Ix represents the IRQ number used by the Sound Blaster/Sound Blaster Pro. For the Sound Blaster, it's either I2, I5, or I7. IRQ 10 (only available on a machine with AT BIOS and the Sound Blaster Pro) is not supported. Default is I7.

Dx represents the DMA channel used by the Sound Blaster/Sound Blaster Pro. D0, D1, or D3 are acceptable values. Default is D1.

Try the default values first. If one of the values is out of the

acceptable range, the Sound Manager will Quit, indicating which of the values wasn't acceptable. Refer to your Sound Blaster manual for details.

**SOUND BLASTER PRO VOLUME IS TOO LOW**

You may need to adjust the volume coming from the Sound Blaster Pro. You can do this by adjusting the volume wheel or adjusting the volume on whatever you have the Sound Blaster Pro attached to, or by using the SBP-SET program that came with the Sound Blaster Pro. If you use the SBP-SET program see the SB Pro User's Manual for details on how to use SBP-SET.

**SOUND BLASTER AND GRAVIS PC GAMEPAD PROBLEMS**

If you have a Gravis PC Gamepad, a second joystick card and a Sound Blaster you need to set the jumper on the Sound Blaster card to "On" so that you are using the joystick port on the Sound Blaster. Refer to your Sound Blaster manual for details.

**IF YOUR REQUIRE FURTHER ASSISTANCE**

If you need further technical assistance, call GT Software at (201) 339-9679.

## **ID SOFTWARE**

Id Software is a group of programmers, designers, artists and musicians with the goal of providing cutting edge games, both in software technology and design.

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### **Composer**

Robert Prince

### **Manual Design**

Kevin Cloud

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