

Wolfenstein

3D™



JAGUAR

64 • B I T

G A M E
M A N U A L

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The Strategy™ for...

Wolfenstein

3d™

JAGUAR™

INTERACTIVE MULTIMEDIA SYSTEM

GAME MANUAL



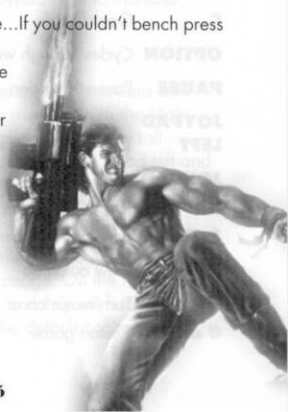
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The Story so far...

Episode One: Escape from Wolfenstein 3-D

As William J. "B.J." Blazkowicz, you are the Allies' only hope. From martial arts to espionage, you're a terminal action seeker. Known as "the one-man strike team," you now report directly to the President, who sends you on perilous missions of paramount importance. Somehow you always manage to get the job done and get out alive...If you couldn't bench press 450 pounds the way most people lift a toothpick, you couldn't wear all the medals on your uniform...



Getting Started

1. Insert your JAGUAR *Wolfenstein 3-D* cartridge into the cartridge slot of your JAGUAR 64-bit Interactive Multimedia System.
2. Press the POWER button.
3. Insert the plastic overlay that came with your *Wolfenstein 3-D* cartridge in the slots over the controller of your Jaguar keypad.
4. Press any fire button to discontinue the title screens.

Default Controls (Fig.1)

Wolfenstein 3-D's controls are configurable (see section on Main Menu). This manual assumes the default settings below:

A Speed

B Fire

C Open/Strafe

OPTION Cycles through weapons

PAUSE Pause the action

JOYPAD

LEFT Turn left ("slide" when Open/Strafe is held down)

JOYPAD

RIGHT Turn right ("slide" when Open/Strafe is held down)

1, 2, 3 Save game in corresponding "slot."

5 View automap

0 Turn music on or off

and * Restart game

Save Game

Save up to three games by using the 1, 2 or 3 button on the keypad. Press the "slot" you want to save it to during gameplay.

Memory Save

Volume, controls and save game information are retained in the cartridge even if you have turned off your Jaguar 64-bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear the currently saved changes, press *, Option and # while on the *Wolfenstein 3-D* Main Game screen.

Adjusting sfx/music volume

Press Pause during play and press the A button to access the music volume, or the B button to access the sound F/X menu. To adjust the volume, press the joypad right to increase volume, left to decrease volume.

Menu Screen (Fig.2)

Press the A, B or C button to bypass the title screens and reach the Menu Screen. To make a selection in the Main Game Menu, press the joypad up and down to scroll through the available options and press the Joypad left and right to scroll through choices:

New Game: Allows you to start a new game or load a saved game.

Difficulty: Set difficulty of the game. On the easy setting, enemy bullets only do half the damage. On the hardest level there will be more resilient enemies, and they will fire more often.

Controls: Allows you to change the default controls.

Mission Screen (Fig.3)

You will be briefed on the upcoming mission...press any button to proceed.

Game Screen (Fig.4)

1. You

A remarkable likeness, don't you think? Pay attention and you'll be alerted to low health...and sneak attacks!

2. H.P.

The percentage of health you have remaining. When it reaches 0, you have not been "semper fidelis"...

3. Shot

The number of shots you have left for the currently selected weapon.

The Missions

- Mission One** **Dresden Strike**
Location **Castle outside Dresden**
Objective..... **Terminate Hans Grösse and
escape**

You have been captured on a mission to uncover the plans for Operation Eisenfaust...in the dark corners of a dungeon fortress you are harshly interrogated. In a desperate attempt to escape, you overpower the cell guard. Armed only with the guard's pistol and knife, you must escape...

- Mission Two** **A Dark Secret**
Location **Castle Erlangen**
Objective..... **Terminate Trans Grösse and
escape**

The insane warrior Trans Grösse has developed a full line of the most feared tool of modern warfare—the chemical weapons. You've been assigned to stop him from his mad task. Castle Erlangen sits atop a cloudy mountain...its massive stone walls are lined with a smooth carpet of moss. No one knew the location of this castle until a few days ago...you were rushed there by the President in hopes of catching the sparse guard unaware.

Mission Three **Operation Eisenfaust**
Location **Dr. Schabbs's Research Laboratory**
Objective..... **Terminate Dr. Schabbs**

You must finish the mission you started in Mission One...find out if Operation Eisenfaust is real, or a ploy. Reported by some agents to be a plan to create the ultimate soldier, it is believed Dr. Schabbs managed to graft a working gun onto the chest of some of his less-fortunate minions, and then brought them back to life! Somewhere in the depths of his laboratory, Dr. Schabbs awaits you with his corposo-kinetic serum. Defeat him or he will turn you into a mutant!

Mission Four..... **Trail of the Madman**
Location **Mountain Fortress**
Objective..... **Terminate Übermutant**

Trans may be terminated, but his weapons of woe are ready for war! Hidden in the dank dungeons of their mountain fortress are the plans for the first wave of the chemical nightmare. You must fight your way to the very bottom, and battle the Übermutant, who guards the plans. You begin your adventure after descending in the castle's elevator. You are looking for the map room that is guarded by the Übermutant. These maps will lead you to the secret base where the weapons and soldiers are being amassed. You've got to find them fast—before choking clouds of noxious gas pour out over Europe and the world!

Mission Five**Confrontation**
Location**Castle Heidenheim**
Objective.....**Terminate Death Knight**

Chemical war is about to be waged on a massive scale unless you can stop the evil Death Knight from unleashing his burning gasses! You found the plans hidden in the musty dungeons of the Mountain Fortress, and they led you here...to Castle Heidenheim, perched on a small rise between two massive mountains. Inside its forbidding stone walls are tons of crack troops and the grotesque Death Knight himself!

Mission Six.....**Hitler's Last Stand**
Location**Castle Wolfenstein**
Objective.....**Terminate Hitler**

Take out the nexus of the master state...Hitler. You've searched for him in bunkers from Normandy to Bern, but he fled to Castle Wolfenstein, a titanic fortress in a forgotten province impervious to invasion...except for yours. You must make it past his numerous guards and crack-shot officers to reach the final confrontation. And you can be sure that Hitler will be ready for you!

The Items

There are many different types of items scattered about. Pick them up by merely walking over them. Note that you can't pick up healing items if you are at 100% health. Also, you can't pick up ammo if you are already carrying the maximum amount.

Dinners

After clearing your hosts, it's time to handle a hungry one-man army. The allies' elite also get the best dinners—packed with nutrition and healing power of 10%

First Aid Kits

The bad guys have intercepted Red Cross shipments! Now stored among their strongholds, these kits are the latest in medical technology, and will increase your health by 25%.

Ammo

These guards are armed to the teeth. Gracious even in defeat, they'll leave their ammo for the taking! Pick up unused ammo for 10 bullets.

Ammo Boxes

These are spare caches of ammunition. Pick them up for 40 bullets.

Ammo Packs

Huge ammo packs will increase the maximum number of bullets you can carry. It never hurts to have a few extra rounds on your hip.

Knife



You always have a knife. It will help you out if you need a shave, but for the most part is used only when you're out of firepower for a final mano-a-mano.

Pistol



You always have a pistol, and will start the game out with one. This is the weakest of the guns...and unlike the knife, it doesn't need sharpening!

Machine Gun



The primary weapon of the S.S. Guard. It's efficient and powerful, especially when attacking multiple enemies. You can hold down the fire button for rapid fire.

Flame Thrower



This pyro-tool is powered by the gas cans that you'll find along the way. Hang fire on the bad guys with a burst of flame.

Launcher



Rockets fired from the launcher have the ability to plow through several enemies, provided they are in the line of fire.

Chaingun



Using the Gatling Gun principle of a rotating barrel, this is a destructive machine that will clear the room in a New York minute...however, it has a huge appetite for ammunition. Hold down the fire button for rapid fire.

Treasure



Hitler has a twisted obsession for treasure and other artifacts. This ill-gotten booty is stored within the walls of his impenetrable fortresses. When you collect treasure, as a bonus, health increases by 4%.

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. There are two types of locked doors in the enemy's fortresses. Some doors require the gold key to open, and some require the blue key.

One-Ups



Hidden within secret rooms of the fortresses are items that give you that extra urge to keep fighting! Grabbing one of these items will bring your Health to 200%!



The Enemy

Guards

The grist for Hitler's mill, but an effective force in groups.



They wear no body armor and can be brought down by a single (but well-placed) shot. Carrying only a pistol, their firepower isn't exactly menacing. Guards are slow to react and must stop and take aim before shooting, making them particularly vulnerable to machine-gun attack.

S.S. Guard

The S.S. Guard are well-trained and can rarely be surprised. Most will bark a warning when they become aware of your



presence...this can make for an easy head count! However, some are trained to be silent. Wearing thick vests and carrying a machine gun, the S.S. are difficult to bring down and pack a heavy punch. If an S.S. Guard shoots you at close range, the encounter will be brief—because you'll be toast!

German Shepherds



Trained to kill, these pernicious pups are fast and vicious, but one shot should take them down. Since they dodge so well, it's best to get their attention and wait for them in a doorway. If you don't wait until they are in close range, you'll waste a lot of ammo.

Officers



Officers are usually silent until they spot you. They can rarely be surprised and are fast, intelligent fighters. Officers will move to the left and right as they fire, making them difficult to hit. An officer's weapon of choice is a pistol. They wear light vests and can take about half the damage of an S.S.

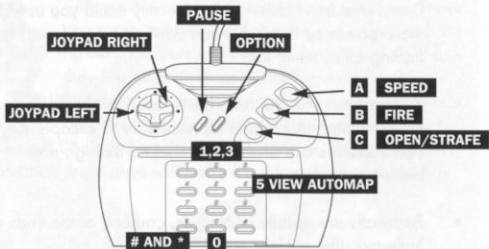
Guard. Don't underestimate their abilities. In close-quarters combat, these guys will make life miserable...and short!



Helpful Hints

- Every level has hidden stuff. Not only could you use all those power-up items, but you can get a nice bonus for finding all of them, too.
- Your captors may be rude hosts, but they would never hide anything that would be necessary to escape. Keys and elevators can always be reached through non-hidden passages.
- Pushwalls are usually in alcoves, corners, or the ends of hallways. (But not always!)
- The doors and walls are not completely soundproof. Firing your weapon is likely to bring nearby guards running towards you.
- Don't stay in a doorway with the guards in the room beyond. If you do, they can easily sneak up from the side and shoot you.
- The closer you are, the more damage you can inflict.

Fig.1 Default Controls and Controller Overlay



Your JAGUAR cartridge comes with a plastic overlay to enhance gameplay. If you should misplace or lose the overlay, you may cut out the actual-size overlay template above.

Fig.2 Menu Screen





Fig.4 Game Screen



Credits



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The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product.

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