# TABLE OF CONTENTS

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Escape from Wolfenstein</td>
<td>2</td>
</tr>
<tr>
<td>System Requirements</td>
<td>4</td>
</tr>
<tr>
<td>Installation</td>
<td>5</td>
</tr>
<tr>
<td>Getting Started</td>
<td>6</td>
</tr>
<tr>
<td>New Game</td>
<td>7</td>
</tr>
<tr>
<td>Controlling the Action</td>
<td>9</td>
</tr>
<tr>
<td>Key Commands and Shortcuts</td>
<td>14</td>
</tr>
<tr>
<td>Your Current Status</td>
<td>15</td>
</tr>
<tr>
<td>Items you can Pick Up</td>
<td>17</td>
</tr>
<tr>
<td>The Denizens of Wolfenstein</td>
<td>20</td>
</tr>
<tr>
<td>Hints and Strategies</td>
<td>22</td>
</tr>
<tr>
<td>Credits</td>
<td>26</td>
</tr>
</tbody>
</table>
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 Nazis’ 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!
SYSTEM REQUIREMENTS

Required:
- Any 256-color Macintosh computer
- 2200K free memory
- System 6.0.7 or later

Recommended:
- Up to 6000K free memory
- 25MHz 68030 or faster Mac (Iici or LC III or faster)
- System 7.0 or later

6000K of free memory is required to run Wolfenstein 3D at its maximum screen size with all sound effects and music enabled. If you have less memory free, the game may have to turn off music and sound effects, or you may not be able to play in a larger window.

Wolfenstein 3D is a "fat binary" and runs entirely in native PowerPC code if you have a Power Macintosh!

INSTALLATION

Before you install Wolfenstein 3D, use your "Monitors" Control Panel to make sure your monitor is set to 256 colors.

Insert the disk marked "Install/Disk 1". Double-click on the "Read Me" icon to read the latest information about the game — there may be information in the "Read Me" file which is more up-to-date than the information in this manual.

To install the game, double-click the "Wolfenstein 3D Installer" icon.

You will be prompted to swap disks as necessary.
GETTING STARTED

When the installation is complete, double-click the "Wolfenstein 3D" icon in the Wolfenstein 3D folder.

Wolfenstein 3D™ folder

3 Items
187.2 MB in disk
105.5 MB available

Read Me
Wolfenstein 3D™ set

Note: The "Read Me" file which is installed to the "Wolfenstein 3D" folder on your hard disk is identical to the "Read Me" file on Disk 1.

NEW GAME

Pick "New Game" from the File menu to begin. You can choose from four difficulty levels. Each level differs in the skill of the enemies you'll face, as well as the amount of damage they can take.

Select a level of difficulty

Can I play daddy?
Don't hurt me
Bring 'em on!
I am DEATH incarnate!

Cancel OK

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 3D.

Bring 'em On is designed for most game players.
NEW GAME

_I am Death Incarnate_ is for those people who want a real challenge.

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

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.
See page 14 for a quick summary of commands.

Traveling

The key to playing Wolfenstein 3D 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 or avoid guards.

Walking: Use the up and down arrow keys to walk through the dungeon. You can also use the letters "I" and "K", or the letters "V" and "S", or the numbers "8" and "5" on your numeric keypad, to move forward and backward.

Running: Hold down the Shift key along with a walking key (see above) to run.

Turning: Use the left and right arrow keys to turn. You can also use the letters "J" and "L", or the letters "A" and "D", or the numbers "4" and "6" on your numeric keypad, to turn. If you hold down the Shift key, you'll turn faster.
CONTROLLING THE ACTION

Strafing: Hold down the Option key along with the left and right turning keys to slide side to side instead of rotating.

Arming Yourself

Once you have more than one gun, you’ll want to choose between firearms. The numeric keys at the top of your keyboard (not on the numeric keypad) select weapons. You can also cycle through the weapons you do have by pressing the Tab key.

1 = Knife  
2 = Pistol  
3 = Machine Gun  
4 = Chain Gun  
5 = ? We’ll let you discover these on your own.  
6 = ?

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

If you are out of ammo, you can only use the knife.

Killing the Enemy

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

CONTROLLING THE ACTION

If you are using a machine gun, chain gun, or other auto-firing weapon, you can hold down the Control 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.

KEEP MOVING! Your enemies can shoot you easier if you stand still.

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 somewhere on the same level as the locked door. Using a key requires no additional commands other than the space bar to open a door.
CONTROLLING THE ACTION

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.

A backpack will increase your carrying capacity...

Viewing the Auto-Map

Press the "/" key, or the period ("." ) on the numeric keypad, to view a little map of the level you are on. The map will only show areas of the current level that you have investigated. Use the movement keys to scroll around on the map, and press any other key to go back to the game.

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 again to move to the next level.

CONTROLLING THE ACTION

Joystick and Mouse Control

To use the mouse in Wolfenstein 3D, turn on the "Mouse Control" menu option [or press 3-M]. You'll be able to move around by rolling your mouse (or trackball!) around. You can fire your weapon by clicking the mouse. Note: Using mouse control and the Option key for strafing can be lethally effective!

Macintosh joysticks and game pads usually come with a Control Panel that can be used for control configuration. We have included a control set for use with the Advanced Gravis GamePad. If you have some other device, we suggest configuring the device as follows.

- Joystick up: "J" key
- Joystick down: "K" key
- Joystick left: "L" key
- Joystick right: "L" key
- Fire button: Control key
- Button #2: Space bar
- Button #3: Shift key
- Button #4: Option key
**Movement keys:** Use any of the darkened keys below to walk forward and backward, and to rotate left and right. (Example: I-J-K-L)

![Keyboard diagram]

**Running:** Hold down the Shift key while using the movement keys.

**Strafing:** Hold down the Option key while using the left and right movement keys.

**Firing your Weapon:** Press the Control key. Hold it down for repeated fire if you have an auto-firing weapon.

**Weapons Selection:** Press number keys 1 through 6 to select weapons, if you have them. Or press Tab to cycle through the weapons you do have.

**Opening Doors:** Press the space bar to open a door or search a wall for a secret door.

**Auto-Map:** Press the "/" key, or the period (".") on the numeric keypad, to bring up a little auto-map. Press any other key to go back to the game.

---

**Your Current Status**

At the bottom of the play screen is a status bar which provides information important to the play of Wolfenstein 3D.

![Status bar]

**Floor**

Displays the floor you are currently on.

**Score**

You can gain points by killing and by Ratio Bonuses at the end of a level. Every 40,000 points provides an extra life. Collecting 50 treasures will also earn you a bonus life. So collect those treasures!

**Item**

Lists the number of treasures you have picked up on this floor. Collect 50 to receive an extra life.

**Lives**

The number next to your head is the number of lives you have left. Start each episode with three lives. If you die, you'll restart the current floor with only a pistol and eight shots unless you play on the "Can I Play Daddy" level.
YOUR CURRENT STATUS

Health

When you start Wolfenstein 3D, 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 your face, located in the middle of the status bar. You'll 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.

A backpack will increase your carrying capacity.

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.

ITEMS YOU CAN PICK UP

Wolfenstein 3D 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 strong holds.

Killing

Ammo = 5 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 5 bullets.
ITEMS YOU CAN PICK UP

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.

Other Weapons

There are several other weapons you may find in your travels. We don't wish to give away all the surprises!

Treasure

Hitler has a twisted desire for treasure and religious artifacts. His ill-gotten booty is stored within the walls of his impenetrable fortresses. Collect 50 treasures to receive an extra life.

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, and 1 Life

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

Mutants

Hideous human experiments of the evil Dr. Schabbs, these three-armed beasties 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!

Officers

These quick, smart soldiers wear white and see red.

Adolf Hitler

The essence of evil, he's got a few surprises for you.
HINTS AND STRATEGIES

If you are going to survive Wolfenstein 3D, you'll need more than a trigger finger. Here are some tips to help you escape the Castle!

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.

Try a different 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 much faster movement, which can be key if you use the Option key to strafe at the same time.

Charge

If you run at someone and shoot them point blank (rather than at a distance), you are more likely to wound them. Plus, this may provide less time for them to shoot you.

HINTS AND STRATEGIES

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 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 *-S (Save) and *-O (Open) keys may provide an easy method of improving your survival rate!
**HINTS AND STRATEGIES**

**Conserve your Ammo**

Although it's fun to hold down the Control 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 only with a knife, don't rush into a room full of guards and expect to come out alive. Spend your time looking for hidden room 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 lets you 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? Hmm. Try typing **LEDoux** and receive full health, ammo, weapons, and keys. Beware, cheaters never prosper!
CREDITS

Programming and Project Lead: "BURGER" BILL HEINEMAN
Music Composition and Banjos: BRIAN LUZIETTI
Sound Effects: CHARLES DEENEN
LARRY PEACOCK
Additional Artwork: JULIAN RIDLEY
CHRIS BENSON
TODD CAMASTA
QA: CHRIS BENSON
JOHN SRAMEK
Director of QA: KIRK TOME
Programming Assistance: CHRIS DE SALVO
BILL DUGAN
Voices: BILL CAPIZZI
MICHAEL REYNOLDS
NATHAN RENICH
Music Setup Assistance: BILL FISHER
Heastorm Sound Driver: JIM NITCHALS
STEVE HALE
Producer: BILL DUGAN
Executive Producer: BRIAN FARGO
Manual Design and Layout: SALMA ASADI
ID SOFTWARE: JOHN CARMACK
JOHN ROMERO
JAY WILBUR
KEVIN CLOUD
ADRIAN CARMACK

CUSTOMER SUPPORT

If you have any questions about this, or any other MacPlay product, you can reach our Customer Service/Technical Support Group at:

MacPlay 17922 Fitch Avenue Irvine, CA 92714 Attn: Customer Service
Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-3530.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

MacPlay is a division of Interplay Productions. Most MacPlay support services are listed under the parent company Interplay. If you have a modem, you can reach us at the following:

Interplay BBS:
We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modern settings are 300-28.8k Baud, V.32bis, V.42bis, B-N-1. This is a free service.

America Online:
You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the industry connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries".

CompuServe:
We are located in the Game Publishers B Forum, type GO GAMES at any "1" prompt. Then select "Section 5" for MacPlay. You can leave technical support questions there. You can also download fixes and demos from Library 5 in GAMES. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #434 for a free introductory membership and a $15 usage charge. Besides technical support for Macplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

GEne:
We are located in the Games RoundTable by Scorpio, type M805;1 at any "7" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service:
You may send mail directly to us. Our ID is "PLAY956."

Internet:
You can reach MacPlay with "support@interplay.com". Many MacPlay demos and patches are available at Internet FTP sites.
MACPLAY LIMITED 90-DAY WARRANTY

MacPlay warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, MacPlay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the recording medium containing the software program originally provided by MacPlay and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. MacPlay disclaims all responsibility for incidental or consequential damages. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Lifetime Warranty
If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to MacPlay at the address noted below with a check or money order for $5.00 (U.S. currency), which includes postage and handling, and MacPlay will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a $5.00 check, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 953-5530. If your media is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disk(s) only (not the box) with a description of the problem and $5.00 to:

WARRANTY REPLACEMENTS
MacPlay 17922 Fitch Ave., Irvine, CA 92714

System Upgrades
MacPlay has a system upgrade policy. At any time after purchasing any MacPlay product, you may send us your original disks and a check for $15.00 (U.S. funds) and we will replace your disks with the version for another computer system that you specify. (This price is subject to change.)

Copying Prohibited
This software product and the manual are copyrighted and all rights are reserved by MacPlay and are protected by the copyright laws that pertain to computer software. These disks are not copy-protected. This does not mean you may make unlimited copies. You can back up the disk for your own personal use, but it's illegal to sell, give or otherwise distribute a copy to another person.

NOTICE:
MacPlay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.