

Castle Wolfenstein™

By Silas Warner

INTRODUCTION

World War II is raging across Europe, and Castle Wolfenstein has been occupied by the Nazis and converted into their HQ.

You have just been captured behind enemy lines and await interrogation and torture by the dreaded SS in the dungeons of Castle Wolfenstein. A dying cellmate bequeaths you your only hope - a gun and ten bullets.

YOUR MISSION:

Find the war plans and escape from Castle Wolfenstein

ALIVE!



GENERAL RULES OF PLAY

PLAYING THE GAME

Your escape from Castle Wolfenstein begins in the lowest level of the castle. You will always start in the same castle until you escape from it or unless you generate a new one.

Each room in the castle has at least one doorway that leads to an adjoining room or a stairway that leads to another level of the castle.

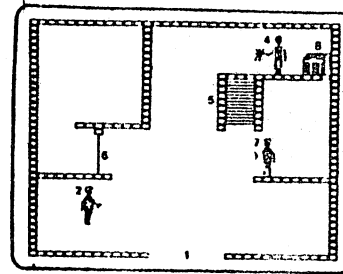
As you roam from room to room, trying to find the chest that contains the war plans and the doorway to freedom, you will have to shoot your way past guards and SS stormtroopers. You can replenish your supply of bullets and acquire other supplies by searching guards and opening supply chests.

If you search a dead or surrendered guard and find some items that you need, they will automatically be transferred to your supply. However, your bullet clip will be swapped with the guard's clip only if he has more bullets than you.

You will need to move quickly, so you will be limited to a maximum of 10 bullets, 3 grenades, keys, a bulletproof vest, a uniform and the war plans for Operation Rheingold.

SAMPLE SCREEN

- 1 - Doorway
- 2 - Guard
- 3 - Dead guard
- 4 - You
- 5 - Stairs
- 6 - Door
- 7 - S.S.
- 8 - Chest



PROMOTIONS

When you succeed in escaping from the castle, the Allied High Command will consider promoting you. If you escape with the war plans you will definitely receive a promotion. With each promotion the difficulty of escaping the next castle increases. The ranks are listed below:

Private	Captain
Corporal	Colonel
Sergeant	General
Lieutenant	???????

GERMAN TRANSLATIONS

The following dictionary will help you understand what the guards are saying.

Achtung!	- Attention!
Halt!	- Stop!
Feuern!	- Fire!
Folgen	- Follow
Kamerad	- I surrender
Kaputt	- All over
Schweinhund!	- #%%\$#&!
Was ist das?	- What's that?

STARTING THE GAME AND GAME CONTROLS:

COMMODORE

REQUIREMENTS

Commodore-64 with VIC 1541 disk drive

PROCEDURE

Turn on the disk drive. Turn on the computer. Insert CASTLE WOLFENSTEIN™ disk into drive. NEVER TURN THE COMPUTER OR THE DISK DRIVE ON OR OFF WHEN THE DISK IS IN THE DRIVE. After READY prompt type the characters:

LOAD "s",8,1 then press RETURN.

The title page appears after about 60 seconds. Press RETURN to display the selection page and your present rank.

FROM THE SELECTION PAGE:

Press K or J to select Keyboard or Joystick controls and to start the game. The game loads after a couple of minutes once you've made your selection

OR

Press CTRL-N to generate a new castle. After you press CTRL-N the screen displays your options:

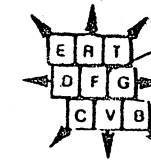
Press:

- [1] to generate a new castle and retain your present rank.
- [7] to generate a new castle and reset your rank to Private.
- RETURN to exit to the selection page without generating a new

AIMING AND MOVING CONTROLS - COMMODORE

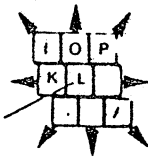
KEYBOARD:

Moving Keys



F Key: Stop movement

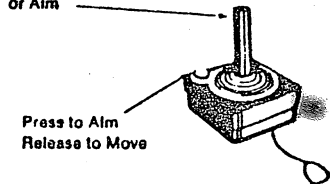
Aiming Keys



L Key: Holster Gun

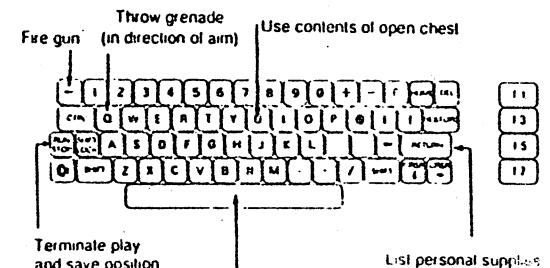
ONE JOYSTICK:

Direction of Movement or Aim



Plug Into Game Port 42

GAME CONTROL KEYS - COMMODORE



Press the SPACE BAR to:

Search Guards - Stand over or aim your gun at the dead or surrendered guard and press the SPACE BAR.

Unlock Doors - Aim your gun at the door and press the SPACE BAR. Doors can also be shot open.

Unlock Chests - Aim your gun at the chest and press the SPACE BAR. The time it takes to open a chest may be shortened by shooting at the chest and pressing the SPACE BAR again. Detonating a chest of explosives not only kills you but generates a new castle as well.

SAVING YOUR POSITION

To terminate play and save your position, press RUN/STOP. You will return to that position whenever the game is resumed.