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WOLFENSTEIN PART NO. 33305AU
DON'T LOSE THIS NUMBER!

THIS KEY CODE IS REQUIRED TO FULLY USE WOLFENSTEIN



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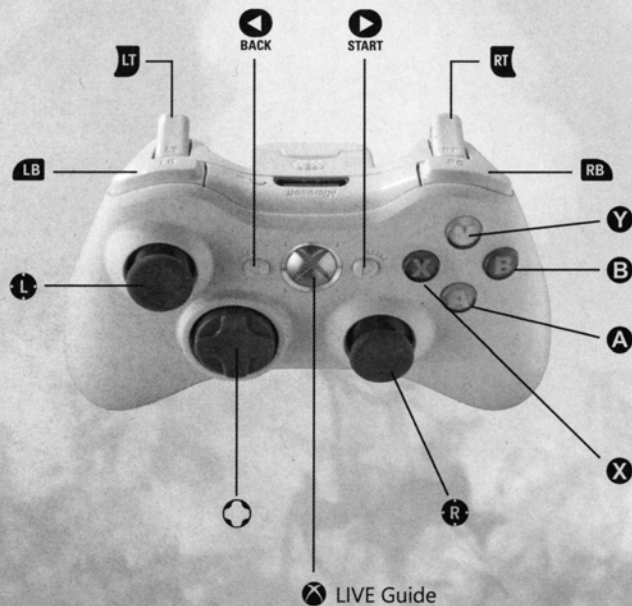
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INSTALLATION

Insert the installation disc of *Wolfenstein™* into your DVD drive. After a few seconds, the Autorun Menu will appear. Click **Install** to begin the installation process and follow the on-screen instructions. If the Autorun Menu does not appear, you may have Autorun disabled. Double-click on the **My Computer** icon on your desktop. Open the DVD-ROM drive where *Wolfenstein* is located. Double-click on **Setup.exe** to launch the Installer. If you need more information, please consult the Help files.

GAME CONTROLS

Xbox 360® Controller for Windows

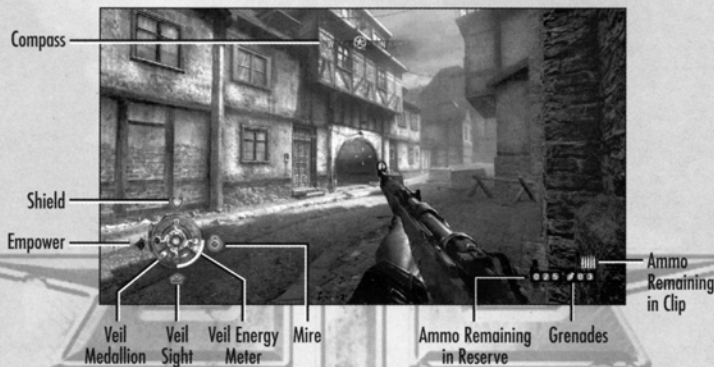


DEFAULT GAME CONTROLS

Single and Multiplayer

Move	PC Key	Xbox 360 Button
Movement	W, A, S, D	
Look	Mouse	
Crouch	C	
Jump	Spacebar	
Veil Sight	1 or E	
Mire (SP)	4	
Shield (SP)/Class Veil Power (MP)	3	
Empower (SP)	2	
Reload	R	
Throw Grenade/Graspable	G	
Zoom/Iron Sights	Z/Mouse 2	
Fire	Mouse 1	
Action (context sensitive), Use (SP)/Class Item (MP)	F/Middle Mouse	
Sprint	Left Shift	Click
Melee	V/Left Ctrl	Click
Quick Change Weapon (SP)	Q	Click
Menu	Esc	
Scoreboard	Tab	
Journal (SP)	Tab	
Class Loadout (MP)	N	
Weapon Select Menu (SP)	N/A	Hold
Select Individual Weapons (SP)	5-9, 0, -, =	N/A
Previous/Next Weapon	Mouse Wheel	Tap
Chat to All (MP)	T	N/A
Chat to Team (MP)	Y	N/A

SINGLE PLAYER IN-GAME DISPLAY



Veil Energy Meter — Shows BJ how much Veil Energy the medallion has remaining.

Veil Medallion — Grants BJ the ability to use the Veil.

Ammo Remaining in Clip — Shows how many rounds/energy left in the weapon.

Ammo Remaining in Reserve — Shows how many rounds/energy left in reserve.

Grenades — Shows grenades remaining in reserve.

Compass — Shows the direction you're traveling in. The Gold Star on the compass shows the way to the next Objective.

VEIL POWERS

You can turn on multiple Veil Powers at the same time so long as you have enough Veil Energy. Toggle Veil Sight to turn off all powers.

Veil Sight — Use the medallion to see into the Veil. While in the Veil BJ gains the ability to see Geists, Veil Energy pools and Veil secrets. In addition, his movement speed is increased. When upgraded he also gains the ability to see enemies through walls.

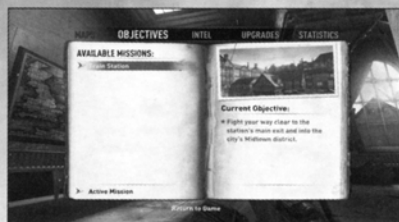
Mire — Use the power of the Veil to slow down BJ and everything around him. When upgraded, BJ can move in real time, while everything else remains affected. The top rank of Mire will turn enemies within a limited radius to dust.

Veil Shield — Erect a shield of Veil energies around BJ, protecting him from projectiles. Upgrade the shield to bounce projectiles back. The top rank of Veil will disintegrate enemies when touched.

Empower — Infuse BJ's weapon with the power of the Veil to add additional damage with each bullet and penetrate Veil Shields. Upgrade this power to penetrate cover such as wood and stone.

JOURNAL

Press the **O** button on your controller, or the **Tab** key on your keyboard, to bring up the Journal. The Journal contains useful maps, objectives and intelligence and tracks your upgrades and statistics. Also replay missions from the Objectives page.



SAVING AND LOADING

You can load any save from either the Main Menu or the Pause Menu.

Checkpoints — At certain points during and between missions, checkpoints will trigger, saving your progress. Older checkpoints are overwritten by newer ones.

Level Saves — As you progress through the story, persistent saves will remain in the Load screen for the beginning of each level.

MULTIPLAYER

Join either the Resistance or Axis forces in 12-player matches across eight maps. Play as one of three different classes in Objective, Stopwatch or Team Deathmatch modes.

Multiplayer In-Game Display



Veil Medallion — Grants the player the ability to use the Veil; powers vary by class.

Veil Energy Meter — Shows how much Veil Energy remains.

Ammo Remaining in Clip — Shows how many rounds left in the weapon.

Ammo Remaining in Reserve — Shows how many rounds left in reserve.

Grenades — Shows grenades remaining in reserve.

Class Support Packs Remaining — Shows how many satchel charges (Soldier), health packs (Medic) and ammo packs (Engineer) left in reserve.

Objective — Describes the next objective or goal.

Multiplayer Menu

Quick Match — Quickly find and join a match.

Find Games — Browse a list of potential matches. Create a filter to look for certain maps or game types.

Create Game — Start your own Multiplayer game. Choose the game type, map, player limit, time limit, friendly fire toggle and team balancing options.

Unlocks — Purchases Unlocks that upgrade your weapon and abilities in Multiplayer. This option is also available in-game via the Class Loadout / Scoreboard screen.

Options — Set Video, Performance, Sound, Controller or Gameplay options here.

Stats — View your Multiplayer game statistics here.

Getting Connected

Wolfenstein™ requires a broadband Internet connection (e.g., DSL, Cable Modem, T1, etc.). If you connect to the Internet using a dial-up modem, *Wolfenstein* will not function properly.

Creating a Profile

For Multiplayer Mode, the first time you launch the game, you will be prompted to create a user account. Simply select Create User from the login menu and follow the instructions. Online accounts require a broadband Internet connection, unique username, password and your key code (located on the back of this manual). There are three ways to set up an account:

- **Create a new online account** — Select this option if you have not created an account and want to play online.
- **Use an existing account** — Select this option if you already have an online account, but have reinstalled the game or are using a different computer.
- **Create a user for offline use only** — Select this option if you do not have an Internet connection and only want to play offline on a LAN.

Reset Your Password for an Online Account

You can also select **Reset** if you want to reset the password for an existing account. You will need your keycode.

Modes

Team Deathmatch — Battle to the death. Take up arms with either the Resistance or the Axis. Team with the highest score wins the round.

Objective — Help the Resistance complete objectives to thwart the Axis, or help the Axis defend their research and experiments.

Stopwatch — Take turns completing the objectives in this timed mode. The team with the fastest time wins the round.

Classes

Soldier — The Soldier's role is to fight and provide cover and combat support. He has access to the heaviest weapons and is on the front line of the battle.

Engineer — Only an Engineer can perform all Objectives. The Engineer can construct ladders and mounted MGs, throw ammo packs to fellow teammates and plant and defuse explosives.

Medic — The Medic's role is to support the other classes by providing battlefield healing and resurrections.

View your *Wolfenstein* stats online at <http://stats.wolfenstein.com>.

Troubleshooting Internet Play

To play *Wolfenstein* online, you will need a dedicated broadband connection with at least 384k upload bandwidth and 384k download bandwidth. Sharing your network connection among multiple computers or game consoles may reduce your bandwidth and cause instability when playing online. If you are unsure about the bandwidth of your broadband connection, please check with your service provider.

For the best experience, plug your Internet connection from your broadband modem directly into your console, removing any routers. Because of variation in routers, not all routers are supported by this product.

Id Software, Inc. and Activision make no guarantees regarding the availability of online play and may withdraw online services at their discretion without notice.

CREDITS

A game by id Software

Developed by Raven Software

Multiplayer Developed by Endrants Studios

Additional Development by Pi Studios

Additional Multiplayer Development by
Threewave Software Inc., Underground

idTech4™ and Additional Programming

Support by id Software.

Published by Activision Publishing, Inc.

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