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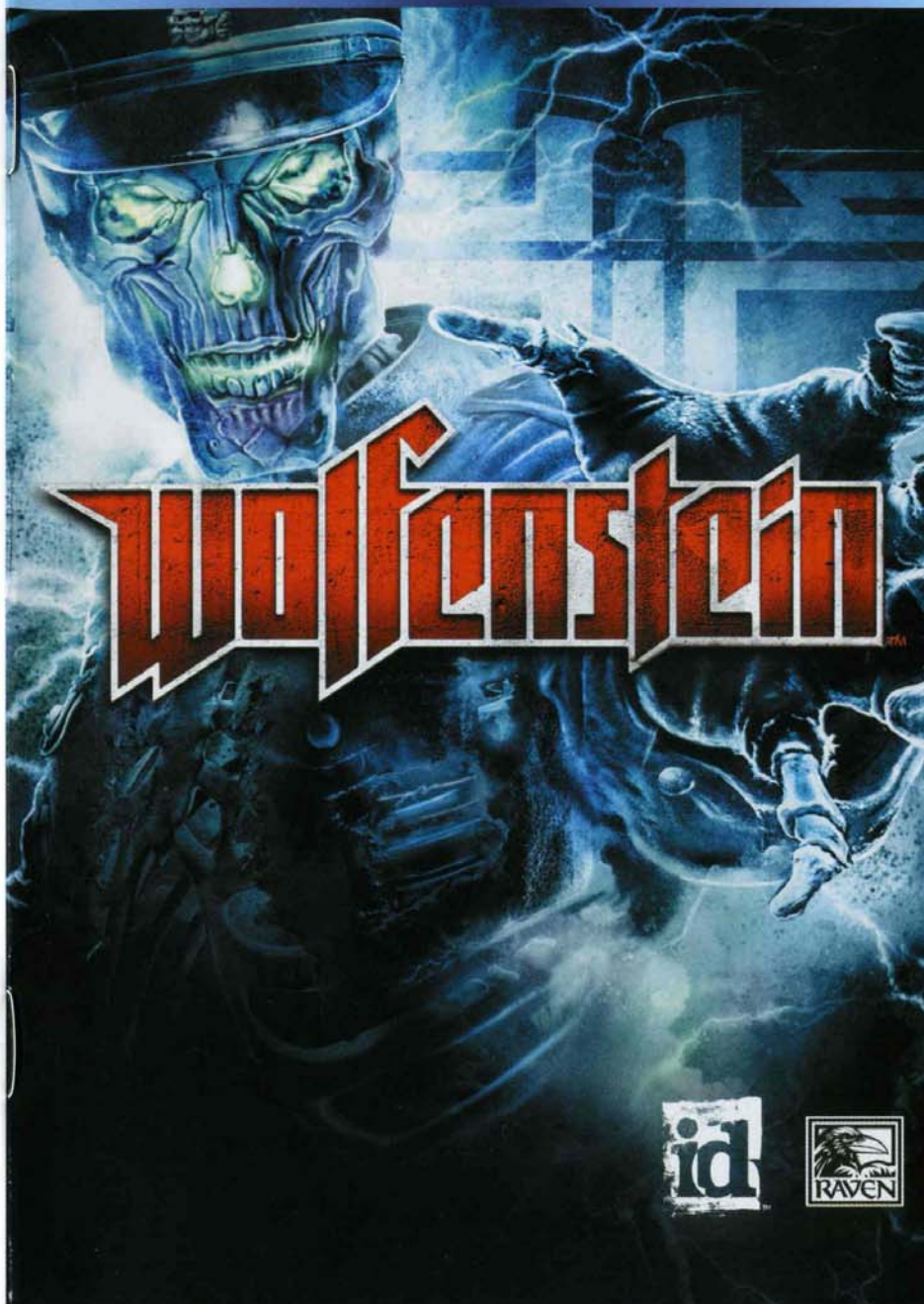


Games  
for Windows™

**ACTIVISION.**  
activision.com

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### Important Health Warning About Playing Video Games

#### Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

#### What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

**3+**

**7+**

**12+**

**16+**

**18+**

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



VIOLENCE



BAD  
LANGUAGE



FEAR



SEXUAL  
CONTENT



DRUGS



DISCRIMINATION



GAMBLING



PEGI  
ONLINE  
pegionline.eu

For further information visit <http://www.pegi.info> and [pegionline.eu](http://pegionline.eu)

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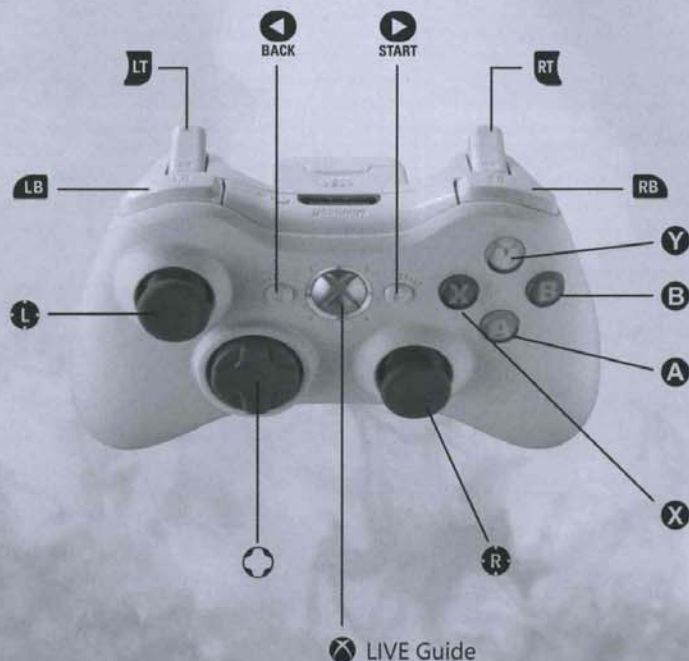


## INSTALLATION

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



## FAMILY SETTINGS

Family Settings in Games for Windows – LIVE and Windows Vista® parental controls work together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to [www.gamesforwindows.com/live/familysettings](http://www.gamesforwindows.com/live/familysettings).

## DEFAULT GAME CONTROLS

Single and Multiplayer

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

**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 **○** 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 Endrant 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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Online Services with Activision Forums, E-Mail and File Library Support

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## NOTES

## NOTES

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