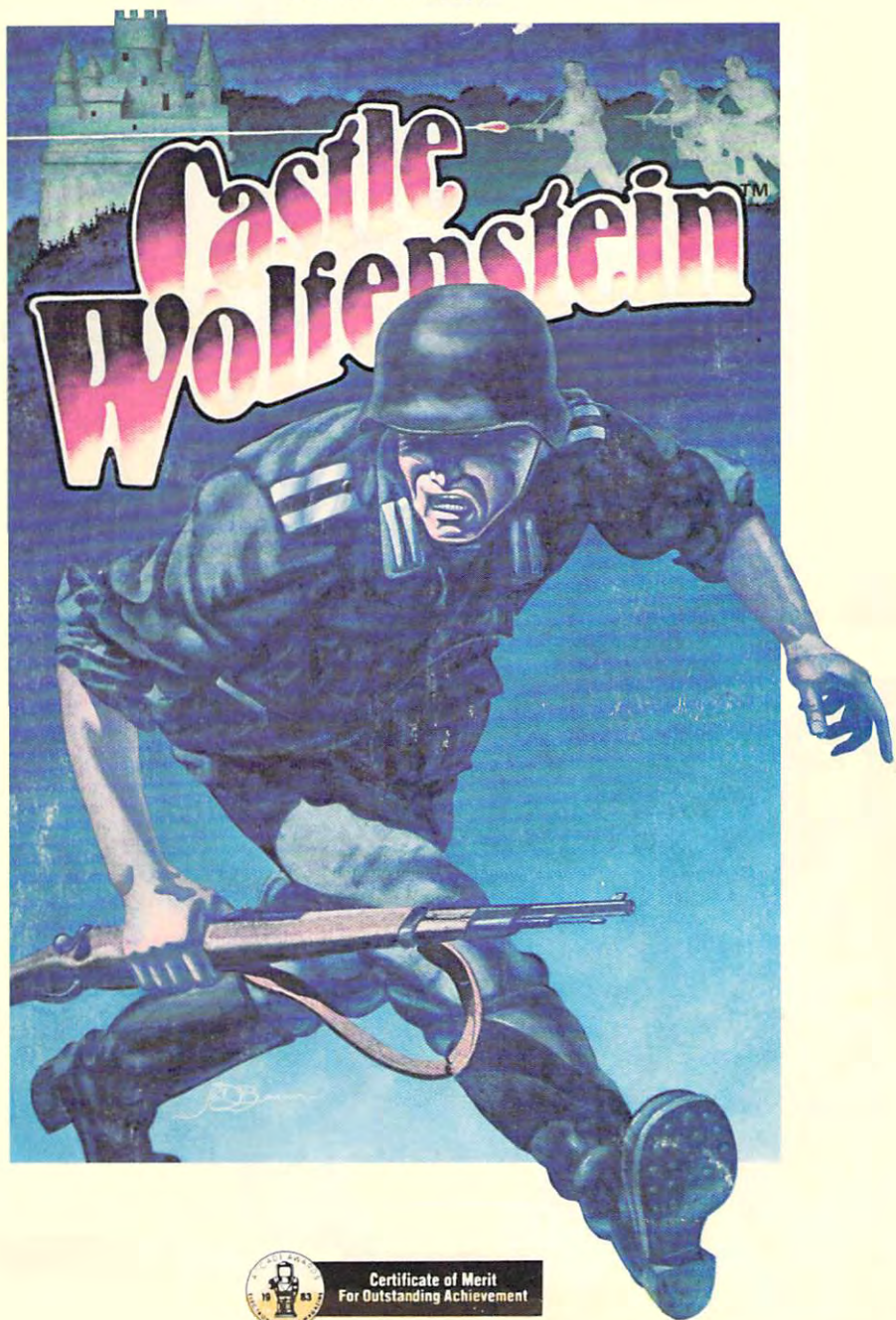


**MUSE**  
SOFTWARE



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# Castle Wolfenstein™

*By Silas Warner*

PUBLISHED BY:

**MUSE®**  
SOFTWARE

347 N. Charles Street  
Baltimore, Maryland 21201

For Commodore-64  
With VIC-1541 Disk Drive

REPLACEMENT - If this disk becomes worn or damaged, Muse® Software will gladly replace it. Send the damaged disk with proof of purchase and \$10.00 to:



347 N. Charles Street  
Baltimore, Maryland 21201

WARNING - Castle Wolfenstein™ reads and writes the program disk during loading and play. DO NOT insert or remove the disk while the disk drive is active (i.e., when the red light is on) as it may destroy the program disk.

#### COPYRIGHT

The CASTLE WOLFENSTEIN™ software package, including program and documentation is copyrighted. This product may not be copied or duplicated, in part or in whole. Willful violations of the Copyright Law of the United States can result in civil damages of up to \$50,000 in addition to actual damages, plus criminal penalties up to one year imprisonment and/or a \$10,000 fine.

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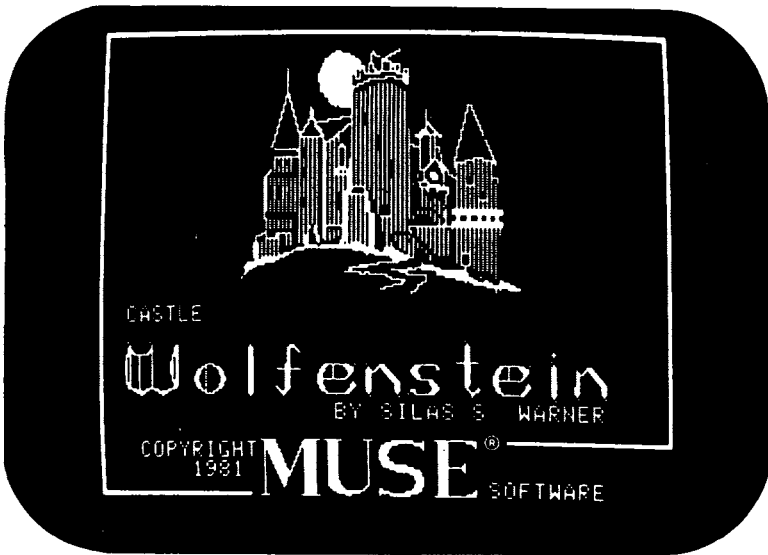
## CASTLE WOLFENSTEIN™

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!*



## Starting the game:

Turn on your disk drive, then turn on your computer. Now, insert your Castle Wolfenstein disk. **Never turn the computer or the disk drive on or off when the disk is in the drive.** On your screen monitor the cursor will be positioned under the word READY. Type the characters:

**LOAD "X",8,1** then press RETURN.

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

### *From the selection page:*

Press K or J to select the type of controls you will be using and start the game. It will take a few minutes to load the game after you have made your selection.

Press CTRL-N to generate a new castle. After pressing CTRL-N, the screen will display the options available. To generate a new castle and retain your present rank, press f 1. To generate a new castle and reset your rank to Private, press f 7. To exit to the selection page without generating a new castle, press RETURN.

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## Playing the game:

Your escape from Castle Wolfenstein starts in the lowest level of the castle. You will always start in the same castle until you escape from it or generate a new one and you will always start with a gun and ten bullets.

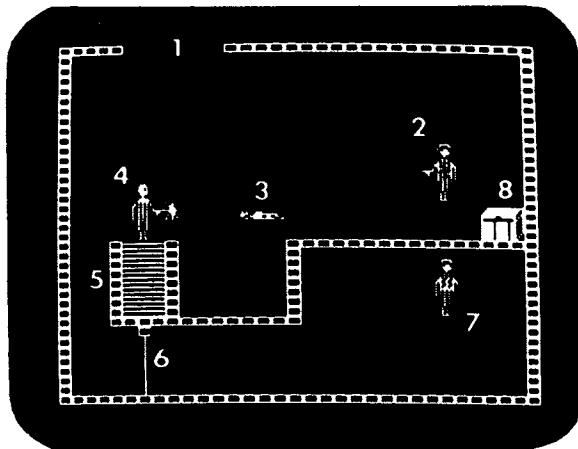
Each room in the castle has at least one doorway that leads to an adjoining room or a stairway that leads to another level of the castle.

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're caught with the war plans, you lose them forever. You can still escape from the castle, but you must generate a new castle if you want to escape with the war plans.

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

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.

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

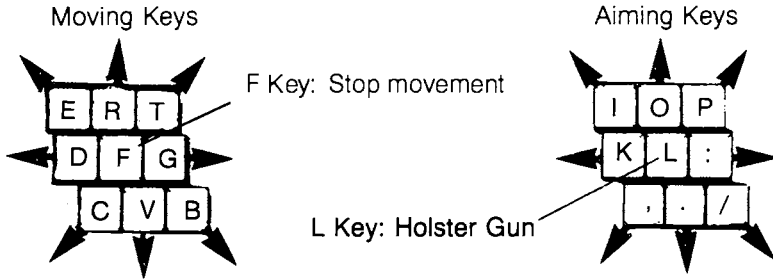


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# Aiming and Moving Controls

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## Keyboard:

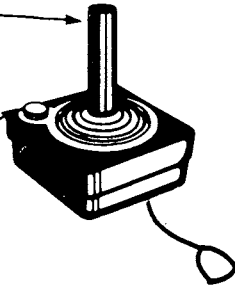


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## One Joystick:

Direction of Movement—  
or Aim

Press to Aim  
Release to Move



Plug Into Game Port #2



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## Saving your position:

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

## Escaping from the castle:

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 receive a promotion. With each promotion the difficulty of escaping the next castle increases. The ranks are listed below:

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

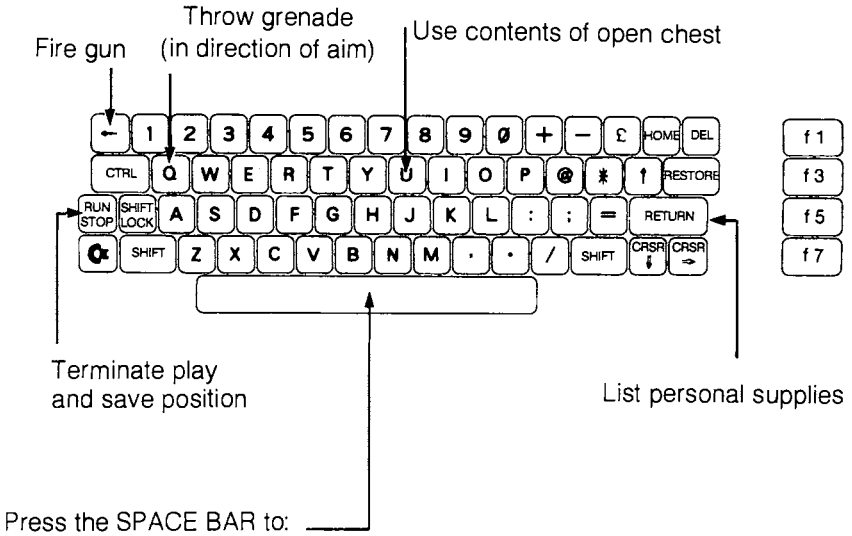
## German translations:

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

Achtung!	— Attention!
Halt!	— Stop!
Feuer!	— Fire!
Folgen	— Follow
Kamerad	— I surrender
Kaputt	— All over
Schweinhund!	— *#%\$#†!
Was ist das?	— What's that?

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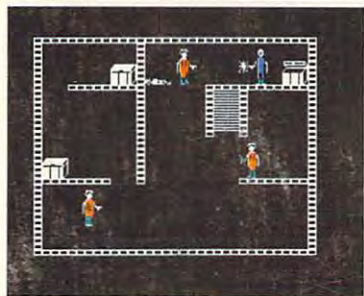
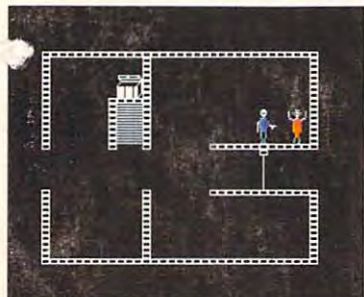
# Game Control Keys



- 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.



# Castle Wolfenstein™



**W**orld War II rages across Europe. Castle Wolfenstein is occupied by the army of the Reich and converted into battlefield headquarters. You have been captured and brought to the Castle for interrogation by the dreaded SS.

From a hiding place behind the stones of the dungeon a dying cellmate produces a Mauser M-98 pistol fully loaded with ten bullets and gives it to you. Your new mission: Find the Nazi war plans and escape Castle Wolfenstein *alive*.

Castle Wolfenstein™ is an action adventure game from MUSE demanding fast thinking and quick manual response. Use game paddles, joystick, or your computer keyboard. Castle Wolfenstein™ generates an unlimited variety of castle layouts, each more difficult to escape than the last.

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