XBOX

L1VE online enabled

Le SuperClub Vidéotron

Le SuperClub Vidéotron

6263QT

RETURN TO CASTLE

Wolfenstein

TIDES OF WAR™

A Game From

id
www.idsoftware.com

Developed By

grav matter
www.gmistudios.com

Xbox Development

nerve
www.nervesoftware.com

Published By

ACTIVISION.
www.activision.com

id

ACTIVISION.

About 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:
- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing 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.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Other Important Health and Safety Information
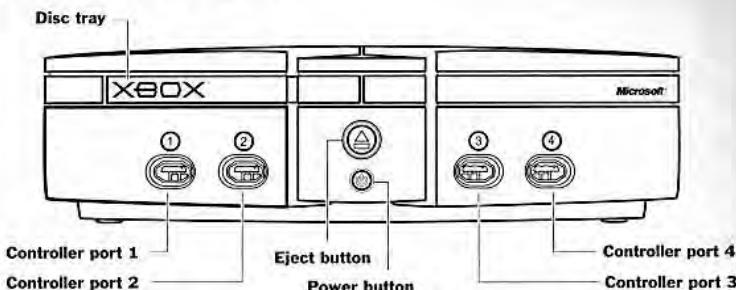
The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering,transmission,public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

contents

7 Feb 1941

GETTING STARTED

Disc tray

Controller port 1
Controller port 2
Eject button
Power button
Controller port 4
Controller port 3

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.

2. Press the power button and the status indicator light will light up.

3. Press the eject button and the disc tray will open.

4. Place the Return to Castle Wolfenstein: Tides of War™ disc on the disc tray with the label facing up and close the disc tray.

5. Follow on-screen instructions and refer to this manual for more information about playing Return to Castle Wolfenstein: Tides of War.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

• Insert only Xbox-compatible discs into the disc drive.

• Never use oddly shaped discs, such as star-shaped or heart-shaped discs.

• Do not leave a disc in the Xbox console for extended periods when not in use.

• Do not move the Xbox console while the power is on and a disc is inserted.

• Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER

Expansion slot A
Expansion slot B
Right trigger
Left trigger

Left thumbstick
Y button
X button
B button
A button
BACK button
START button
Black button
White button
Directional pad
Right thumbstick

1. Connect the Xbox Controller into any controller port on the front of the Xbox console.

2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.

3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Return to Castle Wolfenstein: Tides of War.

CONNECT TO XBOX LIVE
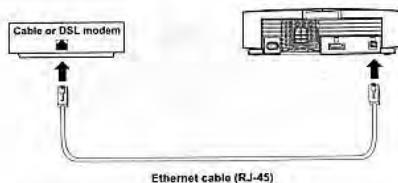
Important! Before using this product, read the Xbox
Instruction Manual for important safety information and
health warnings.
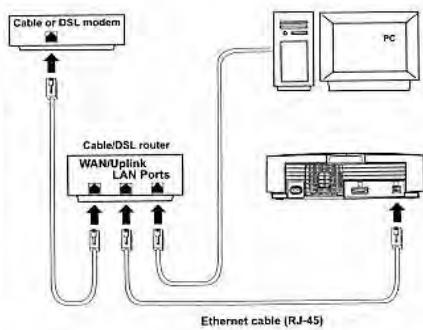
Step 1: CONNECT
To connect your Xbox console directly to broadband, see
diagram A. Or, to share your broadband connection with a PC,
see diagram B.

For more details and other home networking options, including
Internet connection sharing, see www.xbox.com/live.

A. Direct Connection

Cable or DSL modem

Ethernet cable (RJ-45)

B. Shared Connection

Cable or DSL modem

PC

Cable/DSL router
WAN/Uplink
LAN Ports

Ethernet cable (RJ-45)

Step 2: GO LIVE
Important! Xbox Live is a subscription service. You will need
a subscription code to set up an Xbox Live account and play
online. To find out how to get a subscription code, visit
your local retailer or see www.xbox.com/live.

You'll need to set up an Xbox Live account to play games
online. Here's how:

1. Insert an Xbox Live Starter Kit disc or game disc into
   the disc tray. Check game packaging to see if the game
   supports Xbox Live play.

2. From within the game, select the option for Xbox Live.

   At this point, the Xbox console will try to go online.
   If it works, create your Xbox Live account by following
   the instructions on screen and entering your subscription
   code when prompted.

   If the Xbox console can't go online automatically, you'll
   get an error message. Go on to Step 3.

Step 3: Configure (if necessary)
If you can't go online automatically, use Network Setup in
the Xbox Dashboard to enter some network settings. You may
need to enter information such as a host name, a MAC address,
or an ISP user name and password. Contact your broadband
service provider if you don't have this information. Once you
have the information, enter it in the Xbox Dashboard.

Need More Help?
Should you have any problems connecting to the Xbox Live
service, do not attempt to take apart, service, or modify
the Xbox console or peripherals in any way. Doing so could
present the risk of serious injury or death from electric
shock or fire and will also void your warranty. For
additional assistance see www.xbox.com/live or call the
Customer Support number:

- United States and Canada: 1-800-4MY-XBOX
  (1-800-469-9269)

- TTY users (requires special equipment for hard of hearing):
  United Sates and Canada: 1-866-740-9269 or 1-425-635-7102

INTRODUCTION

In the ninth century A.D., the pre-Christian Saxon prince Heinrich sought to forge an independent Germanic state, separate from the powerful Frankish dynasty. Having discovered and translated the ancient texts from the East, he became convinced that his people were the direct descendants of Thule, a race of pure consciousness. He believed that he could tap into the power of Thule. Indeed he did, raising up a vast army of the evil undead, led by Dark Knights whom he anointed in bizarre, dark rituals. Though the power of Thule had not been intended for evil, Heinrich harnessed it with sheer will, bending the power against all who would oppose him.

Legend suggests that in 943 A.D. a mysterious and powerful monk finally stood against Heinrich and his army of Dark Knights. Following a fierce and bloody battle, this lone monk enshrined Heinrich in a living tomb at the top of a remote mountain peak. Knowing that evil of this kind cannot be destroyed -- only contained -- he marked and sealed the ground with the curses of the ancient texts forbidding any human ever to enter the tomb.

*****

The rise of fascism in Germany in the twentieth century brought with it a fascination in the occult. Under direct orders to achieve world domination at all costs, Hitler's henchmen sought unorthodox measures to gain the upper hand on the Allies. Some worked on chemical weapons, others on the jet engine, still others on long-range missiles. But Hitler's lead henchman, head of the SS, Heinrich Himmler took the most drastic measures of all.

Over time, Himmler became convinced that he could raise Heinrich from the dead, and in doing so, would then possess the power to command an army of the undead against the Allies. He began methodically researching how to approach the dark ritual, throwing scores of scientists, great caches of wealth and the full power of the Nazi war machine behind his effort. Month after month, he got closer. By 1943, many of the pieces were in place including the all-important location of Heinrich's grave.

CURRENT STATUS

March, 1943 -- OSA intelligence reports have linked Himmler's quest for ancient texts on occult rituals to recent Nazi activity in Africa. Evidence exists that Himmler has sent operatives from a newly formed "SS Paranormal division" into a small village in Northern Egypt. In Europe, Himmler has already located Heinrich's tomb and is in possession of other ancient texts. He is searching for a serum in a hidden grave which he plans to use to create modern day Dark Knights. OSA intelligence suggests that although Himmler has not yet succeeded, reports of occult experimentation and genetic mutation indicate that he is close, very close.

MAIN MENU

After setting up your Xbox video game system, the Main menu screen appears with the choices described below. If this is your first time starting Return to Castle Wolfenstein: Tides of War, you'll need to create/select a player profile before entering the game or modifying any options. Details on creating a profile can be found in the Select Profile section on page 9.

CAMPAIGN

Play as Captain B.J. Blazkowicz as you infiltrate the deepest realms of the Third Reich and thwart Himmler's attempt to augment the Nazi war machine with an army of the undead.

MULTIPLAYER

This option allows you to choose the type of multiplayer action you want. You can play cooperatively through the campaign with a friend, link up for team-based battle through System Link, or engage in combat with your online community of fellow Return to Castle Wolfenstein: Tides of War players. Multiplayer games are described in further detail on page 24.

OPTIONS

Modify your player profile, customize your control settings,
manage sound and video options and configure your online
preferences.

CONTROLLER SETUP
The Controller Setup menu provides you with a set of pre-
defined configurations for both thumbsticks and buttons.
There is a default mode and three other thumbstick
configurations to choose from as well as a full custom option
for button assignments.

SOUND AND VIDEO
Adjust the game's volume settings and brightness.

SAVE SETTINGS
Saves any changes made in the Options menu.

ONLINE OPTIONS
Specify your voice-mask properties and nickname to be used
during Xbox Live games.

ADVANCED SETUP
Provides additional game options
for optimal player control.
* Invert Aim
* Crouch
* Vertical Sensitivity
* Horizontal Sensitivity
* Auto Aim
* Vibration (World)
* Vibration (Player)
* Auto Pickup
* Auto Switch

WOLFENSTEIN LORE At one point during development, Wolfenstein
3D had dragging bodies, silent attacks and exchanging uniforms.
After play testing, id decided to significantly simplify the game
controls to create an easier-to-play, fast-paced action game.

SELECT PROFILE

You must create or select a
profile to play Return to Castle
Wolfenstein: Tides of War. This
menu allows you to create,
select and delete profiles.
Player profiles contain
information about your campaign
progress, controller settings,
online options and other player settings. Your profile name
also serves as your player name during System Link play mode.

* Create New Profile - Select the New Profile option to
  create a new profile. Use the virtual keyboard to input
  the name for your profile.

* Select Profile - Scroll through the list of available
  profile names. Confirm the name of the profile you would
  like to load for your current session. You can always come
  back to this menu and choose another profile or modify your
  profile options in the Options menu.

SINGLE PLAYER
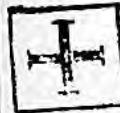
CAMPAIGN

NEW GAME - Select this option to
start a new game. You'll be
prompted to select a profile if you
have not done so already. Before
beginning play, you must select a
skill level for your game.
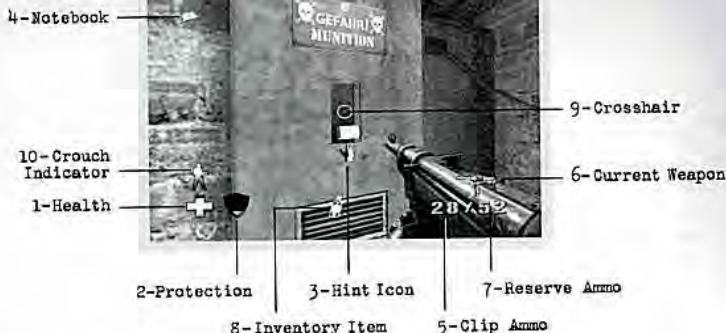
CONTINUE GAME - Select this option to continue your progress
from a previous session. See Saving and Loading on page 23
for more information.

SELECT LEVEL - Successful completion of a mission will unlock
the next level. This gives you an opportunity to go back and
play any of your completed missions without having to restart
campaign mode.

TIPS & TACTICS When faced with a First Aid kit and a Meal
in the same room -- choose carefully. The Meal will leave leftovers
if you don't need it all. The Kit, however, is all or nothing.

4-Notebook

10-Crouch Indicator

1-Health

9-Crosshair

6-Current Weapon

2-Protection   3-Hint Icon   7-Reserve Ammo

8-Inventory Item   5-Clip Ammo

IN-GAME DISPLAY

1. Health: The amount of damage you can take. The maximum is 100. As you're shot or injured, this number decreases. If the number reaches 0, you die. Picking up health packs and food increases your health.

2. Protection: Helmets and other pieces of protection (i.e., flak-jackets) can be found throughout the game. The maximum is 100. When you take damage, some of the impact is absorbed by the protection you wear.

3. Hint Icon: An icon in the middle of the screen indicates you can interact with an object in the scene. See the Hint Icon section for details.

4. Notebook: The Notebook icon appears when your notebook is updated. When you see this icon, be sure to read your Notebook.

5. Clip Ammo: The amount of ammo in your current weapon. Press the RELOAD button (X) to fill the clip or magazine.

6. Current Weapon: An image of the currently selected weapon.

7. Reserve Ammo: The amount of additional ammo you're carrying. Reloading depletes your reserve.

8. Inventory Item: Press the USE ITEM button (D-pad up) to activate the currently selected inventory item. Use the D-pad left and right to cycle through inventory items in your possession.

9. Crosshair: The crosshair indicates where you're aiming your weapon.

10. Crouch Indicator: Shows whether you're in crouch mode or standing up.

MOVEMENT

WALKING AND RUNNING
Though walking is slower than running, walking allows you to move silently. Press the movement stick up slightly to walk; press the movement stick all the way up to run.

KICKING
Kick by pressing the BLACK button. Kicking can be used as a melee attack or to open doors at double speed. Guards are more likely to hear when you use Kick to open a door.

JUMPING/CROUCHING
Jump by pressing the left trigger. Jump to dodge enemy fire and reach areas that otherwise would be inaccessible.

Press the left thumbstick button to duck down. Crouch to take cover or to crawl into low-lying windows or vents. Use crouch to move quietly through an area and perform stealth tactics.

LEANING
One of the most important skills to master is Leaning. Lean to look around a corner without danger of being spotted by the enemy.

To Lean, move to the edge of a corner and press and hold the ACTIVATE button in conjunction with the left or right movement thumbstick. You cannot fire your weapon while leaning.

TIPS & TACTICS Enemies know to avoid grenades. Sometimes they will kick them back at you. Make sure you hold the grenade long enough so the enemy does not have the opportunity to kick it back before it explodes.

SWIMMING

To swim, point yourself in the direction you want to go using your Look controls, and then use the Move controls to swim. The Jump button is used to swim up, while Crouch is used to submerge.

Remember to breathe. If you stay underwater too long, you'll drown.

Weapons will not fire when submerged under water. Be careful when swimming because enemies outside the water can shoot at you.

SPECIAL TACTICS

STEALTH AND TAKING COVER

To successfully complete certain missions, you have to employ stealth tactics. Going into every situation with more guns than brains will leave you dead on the floor (and out of ammo, too!). Some situations require waiting for the right moment to sneak up behind an enemy or to sneak past unobserved. Some missions are entirely dependent on not being spotted.

You will be equipped with a variety of weapons. Most are loud and will assuredly give away your position. Some weapons are silent and allow you to strike quietly from the shadows. There is always a trade-off, so evaluate what's best in each situation.

Kicking in doors allows you to open doors quickly, but it's loud and will likely draw a lot of attention.

Taking cover will help you stay alive. Use Crouch to hide behind objects and Lean to peer around them. Listen for the enemy to reload their weapon. When they do, they are vulnerable. Of course, when you reload you're vulnerable too, so watch the ammo counter.

ALARM

When an alarm is sounding, the enemy will be ready for you. You can turn off alarm sirens from any nearby alarm box by activating it or by simply destroying the box.

PICKING UP ITEMS

Weapons, ammo, treasure and many other items can be found along the way. Pick them up by walking on them, or by getting near them and pressing the ACTIVATE button. If you can't pick up the item, you're either unable to use it or don't need it (such as a health pack or ammo when you're at 100%).

USING THE ANALOG STICK

Utilizing either of your analog sticks to look around is fundamental to mastering Return to Castle Wolfenstein.

WEAPONS

PERSONAL WEAPONS

As you progress further into your mission, you'll find more lethal weapons with which to dispatch the enemy. Of course, your enemies will also be more deadly.

KNIFE -- Designed for commandos and secret operatives, this double-edged knife is balanced for close quarters hand-to-hand combat. Sneaking up behind an enemy allows you to kill silently and swiftly.

LUGER -- The standard German side arm. This 9mm pistol is quite lethal and accurate at close range. The moderate rate of fire will dispense the eight-round magazine quite quickly, so watch your ammo counter. You may also find a silencer for stealth.

TIPS & TACTICS Mounted weapons can also be destroyed. When taking fire, aim for the gunner -- or the gun. Sometimes it is good to destroy them -- but sometimes you may need them to cover your own retreat.

COLT -- This is a .45 caliber pistol Model 1911. Standard issue for Allied forces in Return to Castle Wolfenstein. Much like its German counterpart the Luger, this pistol is lethal and accurate at close range only. The self-loading moderate rate of fire for the pistol will quickly propel the contents of the eight-round clips at your intended targets. If you find a second Colt, both weapons can be dual wielded for double the firepower.

MP-40 -- This version of the Maschinenpistole entered active service for German troops in 1940. Highly accurate at medium to close ranges, its 32-round magazine capacity is more than enough to dispense with a group of enemies efficiently.

THOMPSON M1A1 -- Stripped down military adaptation of the M1928A1, this .45 caliber weapon does a bit more damage than the MP-40 but has a smaller magazine capacity at 30 rounds.

SILENCED STEN -- The Sten Mark II(S) is constructed entirely out of steel and has been used heavily by commando units. Despite its utilitarian construction, it's the most powerful sub-machine gun in Return to Castle Wolfenstein. However, it's limited by the amount of heat that it retains during sustained fire. The silencer is indispensable for covert missions, but the baffles used to dissipate the exploding gases overheat with prolonged use, rendering the weapon useless until it cools down. Keep your eye on the current weapon icon in the corner and this weapon will serve you well.

SHOTGUN -- This pump action shotgun is a very powerful close combat weapon. It fires 6 magnum cartridge rounds capable of mowing down single enemy targets with one shot at close range. It's possible to engage multiple targets with the shotgun at medium to long range, but overall effectiveness will be severely reduced.

WOLFENSTEIN LORE According to the original Wolfenstein 3D Hint Book, Captain William Joseph Blazkowicz was born August 15, 1911 to Polish immigrants. After WWII, he married Julia Marie Peterson. Their son, Arthur Kenneth Blazkowicz, became a television talk show host in Milwaukee and later changed his last name to Blaze.

MAUSER -- This rifle is highly accurate at longer distances but without a scope, its effective range is not much longer than the MP-40. The 7.92x57mm round has enough stopping power to kill with one shot -- just aim for the head and squeeze. The bolt action will limit how many rounds you can fire in succession, so make sure to take some cover before revealing your position with this weapon. The extended ten-round box magazine provides just enough ammo to take out several enemy positions from a distance before you need to reload.

SNIPER RIFLE -- Once the Mauser is fitted with a scope, you have the power and accuracy to take out enemy units from long range. Utilizing this weapon at the appropriate times benefits your overall health.

M1S SNOOPER -- If you need the range and power of a sniper rifle with the stealth of a silenced weapon, arm yourself with the Snooper and those covert missions won't be quite as daunting. This rifle is extremely powerful but is no louder than a whisper. It is also fitted with an experimental night vision scope for superb target acquisition in low visibility situations.

FG-42 -- The German paratrooper rifle Model 1942 is a well-balanced weapon. Utilizing the same 7.92x57mm round used by the Mauser, power will not be a problem. For accuracy, this particular variation is mated with a ZFG 42 telescope sight providing you with some sniping capabilities. No doubt this weapon will see a lot of action on your tour of duty with the OSA.

TIPS & TACTICS Always make an effort to finish your current mission with full health, full armor and full ammo.

GRENADES -- You have access to both pineapple grenades (American) and stick grenades or potato mashers (German). If you hold your Attack button while holding a grenade, you will hear the five-second timer tick by. If you're still holding the grenade at the end of five seconds, it will detonate in your hand and likely kill you. However, timing a grenade throw properly is the best way to catch an enemy before they can react.

DYNAMITE -- Sticks of TNT or dynamite set with a timer become useful for setting traps or clearing a path. The timer can be increased in five-second intervals up to a max of 45 seconds.

PANZERFAUST -- Normally used to destroy tanks, this weapon will become very useful against your opposition in later missions. It's a single round weapon and ammo is limited, so don't waste your shots on single enemy units...unless it's an X-Creature.

VENOM -- The GP-VG MK2 uses a 12.7mm light armor-piercing round. Need to lay down a lot of lead? Look no further. This chain gun electronically feeds the next round and turns the six barrels for the fastest cyclic rate of all the projectile weapons in Return to Castle Wolfenstein. Wait a second or two for the weapon to wind up, and introduce your enemies to destruction. Like the Sten, you must watch the red image in the corner; there is a price for unbridled devastation -- heat!

FLAMETHROWER -- Gasoline, pressurized gas and glue. These items combined produce a version of Hell that can be worn on your back. When faced with enemies in fortified positions, throw a stream of this concoction in their direction and listen to their cries of agony. Be careful not to get engulfed in the flames yourself. The flame will slowly eat away at your health and obscure your vision until the flames die out -- or you do.

TESLA -- This technology is based on powerful guided electrical fields. It draws its energy from electric cells with a maximum capacity of 300. Since this weapon can target multiple enemies, it will be valuable during a crowded firefight. Unfortunately, this weapon does not affect X-Creatures, so plan wisely.

FIRING/USING THE CURRENT WEAPON

Press the Attack button to fire the currently selected weapon. Hold down to create a burst of gunfire for weapons that offer a repeating fire mode (like machine guns).

Your crosshair indicates where you're aiming. The crosshair will turn red when you target an enemy. For the greatest accuracy, stay still, fire in short bursts and crouch when shooting. Civilians and friendlies are signified with a red crossed-out crosshair.

OVERHEATING

Some weapons overheat if fired continuously. Watch for a red color over the weapon icon. Overheated weapons need to cool down before they can be fired again.

AMMO AND RELOADING

Most weapons require ammunition. Check the amount of ammo in the gun's clip or magazine. If a gun runs out of ammo, you automatically reload. Be careful -- reloading at the wrong time gives the enemy a clear shot. To reload your weapons at any time, press the RELOAD button.

Pick up more ammo by running over dropped weapons. The Nazis also have a number of storerooms with ammo. Be on the lookout for those.

WOLFENSTEIN LORE A Morse code message is hidden in a song played for Wolfenstein 3D's third episode. The message reads: "To Big Bad Wolf. De Little Red Riding Hood. Eliminate Hitler. Imperative. Complete Mission Within 24 Hours. Out."

TIPS & TACTICS Unarmed zombies will reanimate after they appear dead. Be careful not to turn your back on them. If you destroy their bodies, they won't be able to get back up.

You can't use a weapon if you're out of ammo. Be mindful, several weapons share the same kind of ammo, so using all the ammo of any one type can render multiple weapons useless.

9mm	Luger, MP-40 and Sten
.45 caliber	Colt and Thompson
7.92mm	Mauser and FG42

RIFLE SCOPES
Use the scope mode on rifles equipped with a scope. Zoom in or out to adjust the view by pressing the PREVIOUS or NEXT WEAPON button. Only the FG-42 does not have adjustable zoom capability.

MOUNTED WEAPONS
To control a mounted machine gun, move behind it until the Hand icon appears. Press the ACTIVATE button to engage or disengage from the firing position. Hold down the ATTACK button to shoot. Mounted weapons can also be destroyed, so enemies cannot turn them on you.

THE ENVIRONMENT

THE HINT ICONS
Hint icons appear at the bottom center of the screen. This indicates that something in the scene directly in front of you can be used or activated.

The HAND icon signifies that you can operate or pick up the object in your crosshair (like a door, mounted gun, lever, health pack or weapon). Press ACTIVATE to use or take the object. A hand icon with a line through it indicates the item is currently unavailable.

WOLFENSTEIN LORE The inspiration for one the most prominent of RTCW villains is Dr. Schabbs. In Wolf 3D, Schabbs personified the most diabolical of all Nazi endeavors, experiments with people. Instead of equipping him with normal weapons, the diabolical doctor was equipped with hypos filled with his serum for the undead.

A LADDER icon identifies ladders and other things that can be climbed. Look up and move forward to climb the ladder. Descend a ladder by backing onto it. Ladder cages help you get down safely.

The BREAKABLE icon indicates an object you can damage or break. To break something, damage it by kicking it or using a weapon. Hidden areas can be found behind breakable paintings and walls.

The LOCKED icon signifies doors or gates that cannot be opened until you find a lever, switch or progress further into your mission.

If your knife is drawn, sneak up behind an enemy to activate the BACKSTAB icon. A quick thrust will swiftly dispatch your foe. Use this technique to gain bonus items from certain enemy units.

The EXIT hint shows when you're near the end of a level. A summary will be displayed of your completed mission objectives, secrets found, treasure acquired, how many attempts it took to complete the level and the time it took for you to finish.

SPECIAL ITEMS AND INVENTORY

If you already have the maximum of a particular item (such as being at full health), you can't pick up more. But you can return to replenish your ammo or health once they have run low.

HEALTH -- Health can be found in a variety of forms. The most common are First Aid Kits, Hot Meals and Cold Meals.

WEAPONS -- The majority of the firepower you need to defeat the enemy can be found in the field. Be sure to pick up weapons from fallen enemies.

TIPS & TACTICS Zombies with shields can ricochet bullets back at you. Watch out! Your melee attacks (kick and knife) can help you avoid this.

AMMO -- Picking up weapons from fallen enemies gives you the weapon and the ammo. If you already have that type of weapon, you'll pick up the ammunition only.

ARMOR -- Helmets and flak jackets can be found to increase your protection from gunfire.

BINOCULARS -- Binoculars enable you to find enemies in the distance. Use your binoculars by pressing the USE SCOPE button when armed with all non-scoped weaponry. You can then zoom in by using the NEXT WEAPON button and zoom out by using the PREVIOUS WEAPON button. Remember -- you cannot fire your weapons when using binoculars. If you have a scoped weapon armed, such as a sniper rifle, the scope on the weapon will appear instead of the binoculars.

DOORS -- Most doorways swing in and can be kicked open quickly. Others lift up when activated but won't open with a kick. Some require a switch to open; find the latch or button to open it. The method to open the door isn't always immediately obvious.

SECRETS AND TREASURE
The Nazis have hidden hordes of stolen gold and treasure. Look for secret passages, breakable paintings and hidden rooms. When you finish a level, you will find out if you discovered all of the goodies. Go back and look for ones you missed. If you find all the secrets in the level, you'll receive a bonus reward.

INVENTORY ITEMS
Some items are put into your inventory. Cycle through the inventory using the SELECT ITEM button. To use an inventory object, press the USE ITEM button.

INVENTORY ITEMS include Wine Bottles and Books. Drink Wine for health. Read Books to learn about the plans of your enemies.

SPECIAL INVENTORY ITEMS
HOLY CROSS -- This special relic has the power to destroy the undead. If you're lucky enough to find this item, be patient and use it only when you have a group of enemies gathered around you before unleashing its awesome power.

EMP DEVICE -- Enemies that operate with electrical power or X-energy will be temporarily stunned by the electro magnetic pulse from this device. Take them out while you have the chance. The EMP Device effect isn't permanent and does no damage to the enemy.

X-SHIELD -- Utilizing the same experimental X-technology used to create the monsters you must destroy, the X-Shield can be charged to provide an impenetrable temporary shield against enemy attacks.

NOTEBOOK, CLIPBOARDS AND LETTERS

NOTEBOOK -- Your notebook contains current objectives and mission information. Press the WHITE button to activate the notebook during gameplay. Refer to it to find out what to do next. An icon appears when your notebook is updated.

WOLFENSTEIN LORE In Wolfenstein 3D, Hitler appears in three guises. The first is a decoy flown around on wires with a flamethrower mounted in its chest. The third is Adolf in steel, motor-assisted battle armor with four chainguns. If you manage to knock Hitler out of his death armor, he pops out fast and furious firing two machineguns.

TIPS & TACTICS Once you find another Colt pistol, you can wield both for double damage. When firing both, they are among the most accurate and deadly weapons for close range attacks at your disposal.
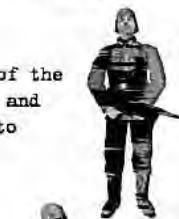
CLIPBOARDS AND LETTERS -- The Hand icon will appear in front of clipboards and letters you can read. Press the ACTIVATE button to read and press it again to stop reading. Story and other information can be found in these documents.

THE OPPOSITION

You will face fierce resistance in your attempt to complete mission objectives. The enemies range in difficulty and intelligence. It is imperative that you adjust to the environment by taking cover and by utilizing the most effective weapon for a given enemy unit. Your inability to adapt will eventually lead to ultimate failure!

SOLDIERS -- The most common enemies are soldiers of the Third Reich. They range from infantry to officers and even more powerful soldiers. Watch their tactics to learn how to anticipate their actions.

UNDEAD -- As if the Nazis weren't monstrous enough, you must also face zombies from beyond the grave. These undead creatures are relentless in their pursuit of flesh. They will attack you and Nazi soldiers equally. Rumors have also been spreading about a mysterious priest with links to Himmler's cell of occult operatives.

X-CREATURES -- Attempting to create stronger soldiers, the Nazis created horrible monsters. The early attempts resulted in accidents and mutated beasts that are all kept locked within well-fortified bases. Break in and destroy them to stop the Nazis from creating more.

WOLFENSTEIN LORE The turkey dinners found in RTCW are just one of many nods back to the original shooter classic. Two meals missing off the RTCW buffet are dog food and gibs. In Wolf 3D the ever-resourceful hero could stomach anything if his health was low enough.

CIVILIANS -- Killing a civilian is absolutely forbidden by the OSA. Doing so will result in immediate mission failure. If you see a red circle with a line through it instead of the normal crosshair over a character, they are considered a civilian.

SAVING AND LOADING
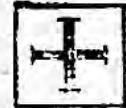
While playing the Single Player or Cooperative mode campaign, the game's checkpoint system automatically keeps track of the progress during play. When you die during a mission, the game will reload the last checkpoint that was successfully completed. Upon completing a level, your progress is automatically saved (represented by an icon on the bottom left corner of your HUD). Permanent saves to the Xbox hard disk are only available in Single Player mode. If you would like to permanently save your progress to the Xbox hard disk, follow the instructions below.

SAVE PROGRESS
To save a game, press the START button to access the in-game menu and select Save Progress. You can overwrite previously saved games, but be careful: once you overwrite a save game, it cannot be recovered.

LOAD PROGRESS
You can continue a game by selecting Continue Game in the Main menu or Load Progress in the Pause menu.

TIPS & TACTICS Your binoculars, once found, will be an invaluable intelligence tool. At times, your sniper scope will not have the range for proper intel. Utilize your binoculars to compensate and you won't run headlong into fortified enemy positions.

✠ MULTIPLAYER

There are several ways to play Return to Castle Wolfenstein with other people. Two friends on one Xbox video game system can play cooperatively in split-screen mode. Also, you can use System Link and Xbox Live to play team-based games that pit an Axis team against an Allied team in one of four gameplay modes: Objective, Stopwatch, Checkpoint or Elimination. There are thirteen specially designed battlefields for team-based multiplayer.

• Cooperative -- Play the entire single player campaign with a friend on a single Xbox video game system in split-screen mode. You can start a cooperative game from the beginning or from any unlocked single player level. The campaign progress of Player 1's profile is used to determine how many levels are shown in the Level Selection screen for cooperative play. You can't save your cooperative campaign progress.

• System Link -- For team multiplayer action, connect two Xbox consoles together using an Xbox System Link Cable or link up multiple Xbox consoles using an ethernet hub and standard ethernet cables.

To begin a System Link game, select Multiplayer from the Main Menu and select System Link. You'll then be taken to the Link Play Lobby. From here, you can either create a match or join a match in progress. Configure the game parameters on the Create Match screen or Match Settings screen. More information about Match Settings can be found on page 26.

• Xbox Live -- If you've signed up for an Xbox Live account, you can join or create your own matches over the Internet. Full information on connecting your Xbox video game system to the broadband modem can be found in the Xbox Live Connectivity section of this manual on page 4.

If you don't have an Xbox Live account, you can sign up for one. Select Multiplayer from the Main Menu and then select Xbox Live. From the Xbox Live Account Selection menu, select NEW ACCOUNT by pressing the Y button.

(Note: Gameplay experience may be affected by Internet conditions.)

Once you are connected to Xbox Live, you'll have several options available to you:

>> QUICK MATCH -- Join any available game match.

>> OPTIMATCH -- Allows you to specify search options giving you a list of games that meet your match preferences.

>> APPEAR OFFLINE/ONLINE -- Determines whether you will be visible to other players online.

>> CONTENT DOWNLOAD -- New content will be made available through this service to Xbox Live subscribers. Whenever there is new content for download, look for the icons that appear next to the Content Download option on the Xbox Live Menu.

>> STATISTICS -- Browse the online leaderboard rankings to see how you measure up against other players.

>> CREATE MATCH -- Host your own game based on server settings you specify. See Match Settings on page 26 for more information.

>> FRIENDS -- Look for friends online.

>> OPTIONS -- Change any of your active profile settings.

>> SIGN OUT -- Sign out of Xbox Live.

WOLFENSTEIN LORE Prior to developing Wolfenstein 3D, id software created two 16-color 3D games, Hovertank and Catacomb Abyss. Catacomb Abyss is one of the first ever first-person shooters and uses a technology similar to that used for Wolfenstein 3D.

TIPS & TACTICS You can lean by holding the ACTIVATE button while also pressing STEP RIGHT or STEP LEFT.

MULTIPLAYER GAME TYPES

There are four different game types you can play while in System
Link or Xbox Live.

>> OBJECTIVE -- In this mode, the Axis and Allied teams each have
one or more objectives to accomplish within a defined time
limit. The first team to accomplish all of its objectives wins.

>> STOPWATCH -- This mode is similar to Objective mode but with a
twist - after every round, the teams switch sides and have to
beat the other team's time from the previous round.

>> CHECKPOINT -- Teams battle for control of checkpoint flags in
several areas on a map. The first team to simultaneously control
every checkpoint flag, or the team that has the most flags when
the time expires, wins.

>> ELIMINATION — This is classic team deathmatch. First team
to eliminate the other wins. In case of a tie, the "sudden
death" rule is in effect. The team with the most men standing at
the end of the round wins. Players may only switch teams between
rounds during the "warm up" period.

MATCH SETTINGS

Set up your System Link or Xbox Live
match with the following options.
Use the left or right triggers to
view each settings page.

LEVEL

Choose from all available levels in
this tab. Scroll to the map you want
to launch and press the A button
to confirm.

MATCH SETTINGS -- PAGE 1

>> GAME TYPE -- Choose from four different game types. See
Multiplayer Game Types, mentioned above, for more information.

>> FRIENDLY FIRE -- Determines whether you can damage teammates.

>> MAX LIVES - Restricts the number of times players are allowed
to reinforce in a given match.

WOLFENSTEIN LORE Prior to beginning work on Return to Castle
Wolfenstein, members of the team traveled through Europe for
research. Many of the textures are based on photographs of real
castle walls, doors and environments. Many of the levels are based
on real castles and towns.

>> DEDICATED -- Allows you to host a game without playing in the
game yourself. Overall game performance is increased and more
players can be supported in a single match. You have control
over match settings. (Note that you cannot play from an Xbox
game system that is hosting a dedicated server. You will need
to connect to the dedicated server from another Xbox game
system.)
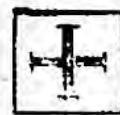
>> PUBLIC PLAYERS (only for Xbox Live) -- Set the maximum number
of Internet players that are allowed to join your game, up to
16 players. (Note: Game sessions for 9 or more players should
only be played on a dedicated server.) When creating an Xbox
Live match, the game will detect your Internet connection speed
and apply the recommended number of public players. Setting the
player number too high will decrease overall game performance.

>> PRIVATE PLAYERS (only for Xbox Live) -- This option reserves
player slots, keeping them from being occupied by public
players. This will keep a slot open for your friends.

>> MAX PLAYERS (only for System Link) -- Sets the maximum number
of players.

MATCH SETTINGS -- PAGE 2

>> TIME LIMIT -- Determines the length (in minutes) of your match.

>> ENABLE VOTING - Enables players to call a vote.

>> TEAM KILL COMPLAINT LIMIT -- Specify the number of times team
kill complaints must be submitted before the team killer is
kicked from your game.

>> ALLIED RESPAWN -- Determines the time (in seconds) it takes for
Allied players to respawn after they're killed.

>> AXIS RESPAWN -- Determines the time (in seconds) it takes for
Axis players to respawn after they're killed.

MATCH SETTINGS -- PAGE 3

>> MIN CONNECTION SPEED -- Limits the players that can join
your game depending on their connection quality.

>> EVEN TEAMS -- This option automatically evens out the two teams.

>> STOPWATCH ROUND MODE -- ABBA or ABAB determines the team change
rotation rule. A = Away Team and B = Home Team.

TIPS & TACTICS The flamethrower is very effective
against zombies.

>> WARM UP TIME -- In seconds, the time it takes for the match to officially begin.

>> SERVER SPEED (only for Xbox Live) -- When you host a match, the game automatically detects your connection quality. If players experience poor performance, you may want to reduce the server speed setting, or lower the number of public/private players.

GAME MODE DIFFERENCES

There are some important gameplay differences between campaign/co-op and multiplayer modes in Return to Castle Wolfenstein: Tides of War. In multiplayer, some weapons take longer to fire, have a larger area of effect or slow down movement when wielding them. You can't carry as much ammo in multiplayer and you also can't carry more than one two-handed weapon at a time. There is no health or ammo placed in multiplayer maps -- you must get these from a Medic (health) or Lieutenant (ammo) on your team.

Some of the specific differences between single player and multiplayer:

	SINGLE PLAYER	MULTIPLAYER
Flamethrower		Run speed is reduced when active.
Panzerfaust	No delay to launch, some delay to reload, but not as much as multiplayer.	Larger blast-radius, delayed launch, slow to reload. Run speed is reduced when active.
Venom		Run speed is reduced when active.
Barbed Wire	Doesn't hurt.	Hurts a lot.

CHOOSING A TEAM

You play as one of two teams in multiplayer -- the Axis or the Allies. You can choose either team and switch teams while playing. Choose your team by accessing the Limbo menu (WHITE button).

Once you've decided on a team, you need to be able to distinguish your teammates from your enemies. There are two easy ways to do this:

1. Allied team members all wear tan and olive drab. Axis team members all wear gray and black and are dressed in trench coats.

2. Placing your crosshair on a teammate will provide a pop-up status marker showing their name, class and health. If you put your crosshair over an enemy, you won't get that information. So fire!

CHARACTER CLASSES

There are four character classes available in multiplayer. Each class starts out with a two-handed weapon, a pistol, a knife and grenades.

1. SOLDIER

The soldier class is the standard infantry class for both the Allies and Axis teams. Soldiers are the only class that has the option of choosing any two-handed weapon like the Mauser and Panzerfaust.
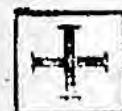
2. ENGINEER

The engineer is the demolition expert -- the only character class capable of using dynamite to destroy objectives and large obstacles. These will appear on the compass as small target icons. The engineer can also repair damaged MG42 emplaced machine guns. Assaulting teams NEED to have at least one engineer. Engineers can equip MP40/Thompson or shotgun.

DYNAMITE -- To use the dynamite, you must first place it by pressing the fire button. Once the dynamite is placed, the pliers will automatically become active. When the dynamite is armed, the yellow glow is replaced by a red glow. Dynamite

left unarmed will dissolve. Engineers have an unlimited supply of dynamite. As long as the power bar at the bottom right corner is full, engineers can use dynamite.

PLIERS -- The plier is a tool for repairing stationary guns, arming dynamite and defusing dynamite placed by the opposing team. These actions take time and you'll need to keep the fire button depressed until the action is completed. Aim the crosshair on the object you wish to interact with (either dynamite or MG42) and hold the fire button to arm, disarm or repair. The power bar in the bottom right corner of the screen depletes as the engineer uses dynamite or repairs damaged MG42 machine guns.

3. MEDIC

The medic is an extremely important support class. Replenishing health for teammates and reviving fallen comrades on the battlefield will prevent your teammates from entering the reinforcement queue. A medic starts with extra health and the ability to regenerate their own health over time. Having a medic on the team also adds 10 extra health points for every player on the team. Medics can drop health packs for other players. The power bar on the bottom right corner of the screen depletes as the medic drops health packs for the team.

HEALTH PACK -- Select the health pack from your weapon inventory and press the fire button to drop one for your wounded teammate.

SYRINGE -- The syringe is used to revive fallen players. Select the syringe from your weapon inventory, stand or crouch over your fallen teammate and press fire to revive them.

Fallen teammates that can be revived are marked with this icon. Only medics can see this icon.

4. LIEUTENANT

The lieutenant provides ammo for teammates and carries a long-range radio for calling in airstrikes and artillery bombardments. All lieutenant special abilities draw from the power bar located on the lower right corner of the screen.
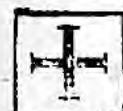
AMMO PACK -- The lieutenant can drop ammo packs for teammates by drawing from the power bar located in the lower right corner of the screen. To drop an ammo pack, select it from your weapon inventory and press the FIRE button.

AIRSTRIKE SMOKE CANISTER -- A lieutenant can request an airstrike by marking a target with a smoke grenade. Airstrikes can only be called if the power bar is at least half full. To call an airstrike, select the smoke grenade from your weapon inventory and press fire to release the smoke grenade in the area you would like to carpet bomb. If the smoke grenade is thrown indoors or lands in area that cannot be targeted, the airstrike will be aborted. The status of the airstrike will be radioed to you.

BINOCULARS -- A lieutenant can request an artillery attack by identifying a target through binoculars. Use your binoculars and identify the intended artillery target by pressing the fire button with the binoculars activated. A smoke round will mark the position, followed by a ten second artillery barrage. This can only be called when the power bar is full. Artillery targets that are identified indoors cannot be acquired and will be aborted. The status of the attack will be radioed to you.

MULTIPLAYER HUD

1-Objective Info

2-Health

3-Max Lives

4-Compass

5-Current Weapon

6-Power Bar

1. OBJECTIVE INFO -- Shows the time remaining in the match as well as team flags for quick reference on which team controls the map's objectives or checkpoints. Detailed Objectives Information is available through the scoreboard (BLACK button).

2. HEALTH -- Displays your current health. The color of the cross is reduced to black as your health diminishes.

3. MAX LIVES -- Shows the number of lives remaining for the match if max lives is turned on. See page 34 for more information.

4. COMPASS -- The compass helps you navigate maps and find teammates. When a teammate makes a request, icons appear on the rim of the compass to help lead you to their location. A corresponding icon also appears above the requesting player's head. The size of the icon lets you know how near or far the requesting player is from you.

5. CURRENT WEAPON -- This graphic represents your currently selected weapon. The numbers below this represent the amount of clip ammo and reserve ammo.

6. POWER BAR -- Power in multiplayer is important for the specialized classes. The Engineer, Medic and Lieutenant have abilities that draw on this power for class-specific actions. This bar slowly recharges over time.

TIPS & TACTICS Depending on the terrain, it is often very difficult to arm or diffuse dynamite. To get the best access to the timer, CROUCH over the dynamite and point your crosshair at the timer.

OBJECTIVE MARKERS

Objectives will vary depending on the map you're playing, the game type selected by the host and the team you choose to play. All the objectives are listed in the Scores menu (BLACK button).

 When players capture the objective items on a map, such as the War Documents in Beach, the carrier is marked with an exclamation point icon above their head. When the special item carrier is killed, they drop the special item where they die. The offensive team can then pick up the item again, or the defensive team can return the special item to its original position simply by running over it. If no one picks the item up, it will eventually return to its original position. You're notified on your radio when an objective item is taken or secured.

 Demolition objectives are marked with the dynamite damage icon. You're notified on your radio when dynamite has been planted or disarmed near an objective.

 Flagpoles designate checkpoints and forward reinforcement position objectives. Touch the flagpole to raise your team's flag and control the position.

LIMBO MENU, DEATH AND REINFORCEMENTS

When a player is killed, they have the option to wait for a medic to revive them (unless they've been blown to bits) or enter the reinforcement queue by pressing the JUMP button. While waiting to return to the game, players may change their class, weapon or watch their teammates still in the game. At regular reinforcement periods, players return to join the fray again. Players do not reinforce if they're still waiting for a medic to revive them on the battlefield.

TIPS & TACTICS If a player on the ground drops their gun, they've gone into limbo and can no longer be revived by a Medic.

FORWARD REINFORCEMENTS

In Objective Mode, flagpoles represent forward reinforcement positions. To take a reinforcement position, you must raise your team flag by touching the flagpole. The game will attempt to spawn players at the forward-most reinforcement position. Some areas can only handle a limited number of reinforcements. When the limit is reached, additional reinforcements will arrive at their default locations.

The defending team will be unable to take certain forward spawn points. A defender touching one of these flagpoles can lower the attacking team's flag (if it's been raised), but can't raise the defending team's flag. Lowering the attacking team's flag prevents the attacking team from spawning at that forward spawn point, though the defending team will still be unable to spawn there.

MAX LIVES

The server may be configured to allow a limit to the maximum number of lives or reinforcements per player. If this is the case, you'll see your number of lives on the lower left corner of the screen next to the health meter. A number next to a helmet represents the lives you have remaining. If you use all your lives, you'll see the message "No more deployments this round" and you'll only be allowed to spectate until the next round. If the host has enabled this option, then as an alternative to meeting all the objectives, your team can win by completely eliminating all the lives of the entire opposing team.

QUICK CHAT

Quick chat function allows you to request the two important items for your survival: health and ammo. Use these quick messages to get health from a medic or ammo from your lieutenant. An icon will appear over the requestor's head for easy identification and location (see Compass on page 32). The default button assignments are:

• Directional Pad Right = Request Ammo
• Directional Pad Left = Request Health.

VOICE CHAT

If you have a voice peripheral attached to your system, you can communicate with other players using Voice Chat. Select the radio frequency of your choice in the Limbo or Change Class menu. You will now be able to hear and speak with your teammates using the same frequency.

CALL VOTE

Sometimes a match will have voting enabled. This allows you to vote for certain settings: level, gametype, swap teams or kick offensive players. Spectators are not allowed to vote. You may also call a vote to swap teams or restart the match. As in most voting situations, the majority vote rules when a vote is called. The vote icon will appear on the HUD indicating that you may enter the Vote menu to place a YES or NO vote.
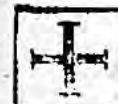
ETIQUETTE

When you play multiplayer, you're playing in an online community and you should follow certain common-sense rules of etiquette -- just like you would in any other community. Chief among these is avoiding teamkilling.

Remember also that your teammates aren't there to serve you -- they're there to play. Shouting the same quickchat over and over again (Medic! Medic! Medic!) is less, rather than more, likely to yield the result you want.

As a general rule, play the game, be a good sport, don't irritate the other players and they won't have to call a vote and kick you out of the match.

Good luck!

TIPS & TACTICS If you're carrying one of the heavy weapons, you can switch to a knife or pistol to run faster.

TIPS & TACTICS It is best to change your class prior to dying so that you'll be ready to reinforce quickly.

CREDITS

MULTIPLAYER DESIGN AND XBOX VERSION BY NERVE SOFTWARE

PRESIDENT, GAME DIRECTOR
Brandon James

VICE-PRESIDENT, CONTENT DIRECTOR
Chris Cummings

LEAD PROGRAMMER
Sean Mitchell

PROGRAMMING
Brian Matt
Darin McNeil

ART & DESIGN
Jay Brushwood
Josh Jay
Brian Patenaude
Aaron Smith
John Turner
Sung Hoon Yi

PROLOGUE LEVELS BY THREE WAVE
Dan "Scancode" Gold
Michael "Casey" Goodhead
Maciej "Renalicious" Kowalski
Michael "SLUDGE" Labbe

EGYPTIAN TEXTURE AND MODEL DESIGN BY
Splash Damage LTD.
and Mad Doc Software

ID SOFTWARE
Return to Castle Wolfenstein is powered by id Software's Quake III Arena technology.

Production, development and technical assistance provided by id Software.

ORIGINALLY DEVELOPED BY GRAY MATTER STUDIOS
DIRECTED BY
Drew Markham

EXECUTIVE PRODUCED BY
Greg Goodrich

ART DIRECTION BY
Michael "Maxx" Kaufman

PROGRAMMED BY
Sherman Archibald

CHARACTER ARTIST
Corky Lehmkuhl

TECHNOLOGY AND A.I. PROGRAMMING
Ryan Feltrin

TEXTURE ARTIST
Claire Praderie Markham

TECHNICAL DESIGN LEAD
Dan Koppel

LEAD LEVEL DESIGNER
Richard Farrelly

LEVEL DESIGNER
David Kelvin

MODELS AND ANIMATION
Jason Hoover

ANIMATOR
Dominique Drozdz

SCRIPTING
Mike Denny
Jeremy Luyties
Chad Bordwell

WRITER AND SOUND DESIGN
Steve Goldberg

PRODUCTION COORDINATOR
Victoria Sylvester Stevens

CONTROLLER
Max Yoshikawa

ADDITIONAL PROGRAMMING
Rafael Paiz
Joseph Aurili

ADDITIONAL LEVEL DESIGN
Mal Blackwell

SPEC. OPS. CONSULTANTS
Kevin Vance
Thomas Lindberg
Clay Mottern

INTRO MOVIE – BLUR STUDIOS
CREATIVE DIRECTOR
Tim Miller

CG SUPERVISOR
Jeremy Cook

LEAD ANIMATOR
Paul Taylor

MOTION CAPTURE
John Bunt

VISUAL EFFECTS PRODUCER
Sherry Wallace

FILM COORDINATING PRODUCER
Al Shier

ANIMATORS
Brandon Davis
Tom Dillon
Asier Lavina
Kirby Miller
Marlon Nowe
Derron Ross
David Stinnett
Tim Wallace
Jeff Weisend

CONCEPT ART
Ed Lee

SOUND DESIGN
The Bakery

GAME CUTSCENE REWORK– MONDO MEDIA
EXECUTIVE PRODUCER
Phill Simon

PRODUCER
Sarah Castelblanco

DIRECTOR
Marco Bertoldo

TECHNICAL DIRECTOR
Eric Ronay

3D ARTISTS
Richard Estrada
Tomer Litvin
Art Matsuura
Gustavo Ramirez
Mike Shahan
Dann Tarmy

PRODUCTION ARTIST
Jeff Biancalana

PRODUCED BY ACTIVISION
PRODUCER
Steve Rosenthal

ASSOCIATE PRODUCER
Jason D. Kim

SR. EXECUTIVE PRODUCER
Laird M. Malamed

V.P. NORTH AMERICAN STUDIOS
Mark Lamia

PC PRODUCER
Jonathan Moses

PRODUCTION TESTERS
Matthew Beal
Kekoa Lee-Creel

INTRO MOVIE DIRECTOR
Trey Watkins

V.P. GLOBAL BRAND MANAGER
Dusty Welch

BRAND MANAGER
Kevin Kraff

ASSOCIATE BRAND MANAGER
Yoko Nakao

SENIOR PUBLICIST
Mike Mantarro

DIRECTOR, CORPORATE COMMUNICATIONS
Michelle Nino

V.P., CREATIVE SERVICES & OPERATIONS
Denise Walsh

MARKETING CREATIVE DIRECTOR
Matt Stainner

CREATIVE SERVICES MANAGER
Jill Barry

BUSINESS & LEGAL AFFAIRS
Greg Deutsch
David Kay

QA PROJECT LEAD
Henry Peter Villanueva

QA SENIOR PROJECT LEAD
Matt McClure

QA MANAGER
Marilena Rixford

SINGLE PLAYER AND CO-OP FLOOR LEAD/DATABASE MANAGER
Steve Peterson

MULTIPLAYER FLOOR LEAD/ DATABASE MANAGER
Peter Beal

QA TESTERS
Aaron Justman, Ben Harrelson, Bernie Leon, Chris Wagener, Dustin Thomas, Edward Vernon, Geoff Olsen, James Patton, Jesse Shannon, Keefe Kwan, Lee Cheramie, Michael Cook, Mike Ortiz, Paul Williams, Scott Soltero, Shane Sasaki, Taylor Livingston, Timothy Toledo, Siôn Rodriguez y Gibson, Jake Biegel, Aaron Camacho, Nicholas Weaver, Jason Naglic, Daniel Kannard, Kop Tavornmas, Alex Cortez, Ryan Ramsey, Paul Colbert, Mike Wesby

SR. MANAGER, CUSTOMER SUPPORT
Bob McPherson

CUSTOMER SUPPORT LEADS
Gary Bolduc-Phone Support
Michael Hill-Email Support
Rob Lim-Information and Escalation Support

VOICE AND MOTION CAPTURE
CASTING DIRECTOR – VOICE
Kris Zimmerman

Tony Jay . . . . . . .The Director
James Alcroft . . . . .Jack
Neil Ross . . . .Higgs, German #2
Jonathan Cook . . . . . .Heinrich
Charles Napier . . . . . .Murphy
BJ Ward . . . .Helga, Female #1, Egyptian Woman and Child
Drew Markham . . . . . .German #1
Peter Renaday . . . . .Monk
Jim Ward . . . . .German #3
Gaille Heideman . . . .Female #2
Cam Clarke . . . . . . .German #4
Matt Kaminsky. . . . .BJ Blazkowicz
Jim Piddock . . . . . .Agent One
Brian Mysliwy . . . .Army Major, Egyptian #3 and Prologue German #3

Brian George . . . .Egyptian #1 and Prologue German #1
Steve Blum . . . . . .Egyptian #2 and Prologue German #2
Brian Simpson. . . . .Mocap Actor
Danelle Folta . . . .Mocap Actress

Voices Recorded at the Atlantis Group

MUSIC & SOUND EFFECTS
MUSIC COMPOSER
Bill Brown

PERIOD MUSIC
Todd Cochran

WEAPON DESIGN AND ADDITIONAL EFFECTS
Soundelux Design Music Group

PACKAGING AND MANUAL DESIGN BY
Ignited Minds, LLC

36

37

CUSTOMER SUPPORT

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

INTERNET/E-MAIL: HTTP://WWW.ACTIVISION.COM/SUPPORT

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions. If you cannot find an answer to your issue you can email us using the support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet/e-mail support is handled in English only.

PHONE: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

Software License Agreement

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ID SOFTWARE OR ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ID SOFTWARE OR ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Id Software and Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Id Software would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Id Software shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Id Software and Activision, and their respective partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under Texas law, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Dallas County, Texas.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, USA, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

40

Return to Castle Wolfenstein: Tides of War™ for the Xbox™ video game system

Please take a few moments to tell us about yourself. Return this card completely filled out so we can enter you in our monthly drawing for a **FREE autographed Tony Hawk professional skateboard!** (See other side of card for official contest rules.)

E-Mail Address

First Name

Last Name

Street   Apt. #

City   State or Province

Zip/Postal Code   Country   Phone

Birth Date   Date of Purchase

Player's Gender   M ☐   F ☐

Preferred Games: Check all that apply
☐ Action ☐ Adventure ☐ Role-Playing ☐ Sports ☐ Driving/Racing ☐ Fighting

Which game systems are in your home?
☐ PlayStation® game console ☐ PlayStation®2 computer entertainment system ☐ Game Boy® Color ☐ Game Boy® Advance
☐ Sega Dreamcast™ ☐ Nintendo® 64 game console ☐ Nintendo GameCube™ ☐ Xbox™ video game system

How many games do you own?
PlayStation® game console _____ PlayStation®2 computer entertainment system _____ Game Boy® Color _____ Game Boy® Advance _____
Sega Dreamcast™ _____ Nintendo® 64 game console _____ Nintendo GameCube™ _____ Xbox™ video game system _____

Where did you hear about Return to Castle Wolfenstein: Tides of War™ for the Xbox™ video game system?
☐ Rental ☐ Store Shelf ☐ Friend ☐ Magazine Ad ☐ TV ☐ Game Review ☐ Demo ☐ Internet ☐ Web Site

May Activision offer this information to third parties?
☐ Yes ☐ No

UPC: 0-47875-80337-4