Beyond Castle Wolfenstein™

(A SEQUEL TO CASTLE WOLFENSTEIN™)

COPYRIGHT © 1984
MUSE® SOFTWARE

All Rights Reserved

PUBLISHED BY:
MUSE®
SOFTWARE
~~347 W. Chase Kirk Street~~
~~Baltimore, MD 21201~~

For:

Apple II+, *IIe* or *IIc*
Requires 48K, disk drive
DOS 3.3

OR

Commodore 64
With VIC 1541 disk drive

OR

Atari 400, 800, 1200XL
With disk drive
Requires 48K

DO NOT UPDATE this disk with other versions of the disk operating system (DOS). If you do it will destroy this program disk.

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:

MUSE®

MUSE Software Co.
P.O. Box 283
Monrovia, MD 21770
301/694-0775

If you have any difficulties in using BEYOND CASTLE WOLFENSTEIN™ or any Muse® product, please feel free to call Muse's technical support staff for assistance:

[redacted]2

WARNING- THIS PROGRAM READS AND WRITES TO THE PROGRAM DISK DURING LOADING AND PLAY. DO NOT PRESS RESET OR REMOVE THE DISK WHILE THE DISK DRIVE IS ACTIVE AS IT MAY DESTROY THE PROGRAM DISK.

COPYRIGHT

The BEYOND CASTLE WOLFENSTEIN™ software package, including program and documentation is copyrighted. This program 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.

Copyright © 1984
by Muse Software
All Rights Reserved

INTRODUCTION

World War II is crippling Europe and the whole world has felt the impact of one man.

The underground resistance movement has arranged to sneak you into a secluded courtyard outside the Fuehrer's Berlin bunker with a gun, ten bullets, and at least one pass to show the guards. A confederate within the bunker has put a briefcase containing a bomb into a closet somewhere on the first floor.

Your mission:

Find the bomb, locate Hitler's private conference room, and leave the bomb, timed to detonate! Then return to the courtyard from which you entered the bunker. Your underground liaison, Hans Undfusse, will meet you there and convey you to safety. Good luck !

STARTING THE GAME

LOADING THE PROGRAM AND SELECTING CONTROLS

APPLE SYSTEM USERS

The Apple version requires either an Apple II+, Apple IIe or IIc computer with a memory capacity of 48K and DOS 3.3. Apple IIe users must keep the CAPS LOCK key down at all times.

Insert your program disk into the drive with the label facing up. Turn on the computer. When the title page appears, press RETURN to display the control selection page, or wait approximately 15 seconds for a game demonstration. Press ESC to exit the game demonstration.

You may press K to select Keyboard controls, J to select Joystick controls or P to select Paddle controls. You may also adjust controls by pressing A and then the type of controls you want to adjust (K, J or P). Once you have chosen controls, the screen will display the OPTIONS PAGE.

COMMODORE 64 SYSTEM USERS

The Commodore-64 version requires a Commodore-64 computer and a VIC-1541 disk drive.

Turn on your disk drive, then your computer. Insert your Beyond Castle Wolfenstein™ disk into the drive with the label facing up. **INSERT OR REMOVE THE DISK ONLY WHEN THE RED BUSY LIGHT IS OFF!!** On your monitor screen the cursor will be positioned under the word READY. Type the characters:

LOAD "* ", 8,1

Then press RETURN.

After about a minute the title page will appear on the screen. Press RETURN to display the control selection page, or wait for a game demonstration. Exit the demonstration by pressing RUN/STOP.

You may press K to select Keyboard controls or J to select Joystick

controls. Once you have made your choice, the screen will display the OPTIONS PAGE.

ATARI SYSTEM USERS

The Atari version requires an Atari 400, 800 or 1200XL with a memory capacity of 48K and a disk drive.

Turn on the disk drive. Insert the program disk into the drive. **NEVER INSERT OR REMOVE THE PROGRAM DISK WHEN THE BUSY LIGHT IS ON.** Turn on the computer. When the title page appears, press START to display the selection page and your present rank.

Press 0 to select Keyboard controls or press 1 to select Joystick controls. Once you have made your choice, the screen will display the OPTIONS PAGE.

OPTIONS PAGE (APPLE, COMMODORE AND ATARI)

After you have selected your game controls, the screen will display the game options:

SKILL LEVEL: RESISTANCE FIGHTER

SELECT OPTION BY LETTER:

A) START A NEW GAME WITH A NEW BUNKER AND PRESERVE CURRENT GAME LEVEL.

B) START A NEW GAME WITH A NEW BUNKER AND SET GAME TO LEVEL ONE.

C) START A NEW GAME WITH SAME BUNKER.

PRESS **RETURN** TO BEGIN GAME

Select the option you want by pressing A, B or C. When you select the

option you want, a box will appear around your selection. Press RETURN to begin the game.

When you select option A, you will play the game at your present rank but with a new bunker. Option B allows you to reset your skill level and change the bunker. Option C allows you to play at the same skill level with the same bunker.

PLAYING THE GAME

You enter the bunker at ground level and proceed down to the third level, where the Fuehrer's conference room is located. You will always start in the same bunker until you destroy the Fuehrer, or until you generate a new bunker. You will always start with a gun, ten bullets, 100 marks and at least one pass.

Each room in the bunker has at least one doorway that leads to an adjoining room, or an elevator that leads to another level of the bunker.

As you roam from room to room, trying to find the closet that contains the briefcase with the bomb and then the Fuehrer's conference room, you will have to show the proper pass to the guard when he demands to see it. If you show the wrong pass he will continue to demand that you show your pass. At this time you can either try again to guess which one he wants or you can bribe him with money. The guards seated at desks can be bribed also, — for information, which they'll give in cryptic phrases whose meaning you must decipher.

You can shoot the guards, but if any other guards see or hear you shooting your gun, they will trip the alarm to alert the whole bunker. If you kill a guard, you can drag the body away, out of the main thoroughfare, to conceal it from the other guards. If you have a dagger you can kill them silently. The guards will set off the alarms if they see a body, or if they are at all suspicious, and unless you can find a way to disable the alarm system, they will all come after you.

When you search a dead 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.

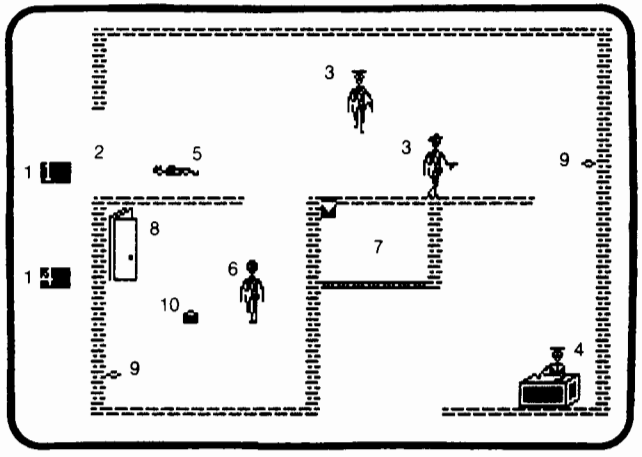
Replenish your supply of bullets and acquire money, passes and other supplies by searching guards and opening supply closets. Some of the supply closets are locked, and you'll have to use the number keys on the keyboard to figure out the correct combination. Three single-digit numbers pressed in sequence unlock the door. You'll hear the tumblers click for each number. If you press a wrong number, you must start the combination over. For example, suppose the combination for a closet is

1-7-9. If you press 1, you will hear a click. If the next number you press is anything BUT a 7, you will not hear the click, and you must re-enter the combination from the beginning (i.e., press 1 again). When you hear two clicks in sequence, you have the first two numbers of the combination. Repeat this trial-and-error process until you get all three numbers in sequence. The door will unlock. You can get first aid kits from the closets. You'll find first aid kits useful when you get wounded.

After you find the bomb, you may have to reset the timer before you find the Fuehrer's conference room. To do this, first set the briefcase down (B), then reset the timer (R). Pick up the briefcase again, once the timer has been reset (B).

Your wallet holds a maximum of 100 marks, and you will be limited to a maximum of ten bullets.

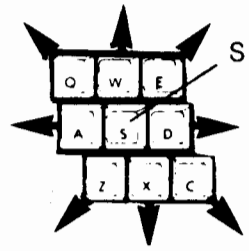
1 - Passes
2 - Doorway
3 - Guard
4 - Seated Guard
5 - Dead Guard
6 - You
7 - Elevator
8 - Closet
9 - Alarm
10 - Bomb



To show passes, press the corresponding number key when the guard requests it.

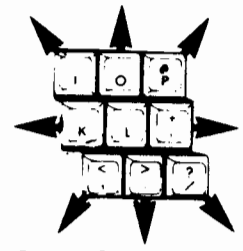
AIMING AND MOVING CONTROLS

Moving Keys



S Key: Stop movement

Aiming Keys



TO SHOOT GUN Press:
L on Apple
← on Commodore
START on Atari

TO HOLSTER GUN Press:
H on Apple
L on Commodore
L on Atari

PADDLES FOR APPLE

Paddle 0 controls movement. The dial controls the direction of movement, and holding down the fire button causes you to move. Paddle 1 controls the gun. The dial controls the direction of aim, and pressing the fire button fires the gun. Press H again to holster gun.

JOYSTICK FOR APPLE

Make sure the joystick is plugged into the Game I/O port. The joystick controls the direction of movement or aim. TO MOVE your man, turn the joystick in the desired direction. TO AIM GUN, hold the bottom button down and move the joystick in the desired direction. Release both simultaneously. TO FIRE GUN, press top button. TO HOLSTER GUN, either press the H key or press the BOTTOM button with the joystick in center position.

JOYSTICK FOR COMMODORE

Plug the Commodore joystick into Game Port #2. The joystick controls the direction of movement or aim. TO MOVE your man, turn the joystick in the desired direction. TO AIM GUN, hold the joystick's fire button down and turn the joystick in the desired direction. TO FIRE GUN, press the ← key on the keyboard. TO HOLSTER GUN, hold the stick in the center position and press the button DOWN.

JOYSTICK FOR ATARI

Plug the Atari joystick into Game Port #1. The joystick controls the direction of movement or aim. TO MOVE your man, turn the joystick in the desired direction. TO AIM GUN, hold the joystick's fire button down and turn the joystick in the desired direction. TO FIRE GUN, press the ← key on the keyboard. TO HOLSTER GUN, hold the stick in the center position and press the button DOWN.

KEYBOARD GAME CONTROL KEYS:

FUNCTION	APPLE ★	COMMODORE	ATARI
To fire Gun:	L	←	START
To holster gun:	H	L	L
To switch weapons (Gun or Dagger)	:	*	*
To drop and pick up bomb:	B	B	B
To reset bomb:	R	R	R
To use contents of open closet:	U	U	U
Show pass:	use number keys, 1 through 5		
Bribe guards:	M	M	M
Use Contents of First Aid Kit:	F	F	F
To Use Tool Kit:	CTRL-T	CTRL-T	CTRL-T
To Use Keys:	CTRL-K	CTRL-K	CTRL-K
Terminate play and save position:	ESC	RUN/STOP or CTRL-C	CTRL-C
Exit Demo Mode:	ESC	RUN/STOP	N/A
List personal supplies:	RETURN	RETURN	SELECT

★**NOTE:** If you have an Apple IIe, the CAPS LOCK key must be down at all times.

Opening Closets: Aim gun at the closet and press the spacebar

Unlock Closets: Aim gun at closet then use number keys for 3-digit combination

Search Dead Guards: Stand over body and press spacebar

Drag Dead Guards: Stand adjacent to body, aim gun at right angle in direction of body and press spacebar

SAVING YOUR POSITION

APPLE METHOD: To terminate play and save your position, press ESCAPE (ESC).

COMMODORE METHOD: To terminate play and save your position, press RUN/STOP or CTRL-C.

ATARI METHOD: To terminate play and save your position, press CTRL-C.

The next time you load the game, the OPTIONS PAGE will include an addtional option:

SKILL LEVEL: RESISTANCE FIGHTER

SELECT OPTION BY LETTER:

A) START A NEW GAME WITH A NEW BUNKER AND PRESERVE CURRENT GAME LEVEL.

B) START A NEW GAME WITH A NEW BUNKER AND SET GAME TO LEVEL ONE.

C) START A NEW GAME WITH SAME BUNKER.

D) RESUME GAME CURRENTLY IN PROGRESS.

PRESS **RETURN** TO BEGIN GAME

Select option D to continue the game you've previously saved. If you select any of the other options, you will lose the game you've saved.

ADVANCING TO ANOTHER RANK:

You can play at five skill levels of increasing difficulty. When you successfully complete the first skill level, you will be able to try again at a more difficult skill level. You also have the option of returning to a lower skill level.

The skill levels are listed below:

RESISTANCE FIGHTER
ALLIED INTELLIGENCE AGENT
TOP SECRET OPERATIVE
MASTER SABOTEUR
??????????

ACKNOWLEDGEMENTS

Programmed by: Eric Ace
Frank Svoboda III
Silas Warner