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ATTN: Product Registration Dept.

Castle Wolfenstein™

By Silas Warner

PUBLISHED BY:

MUSE® SOFTWARE

~~347 N. Charles Street~~
~~Baltimore, Maryland 21201~~

For:
Apple II+, IIe or IIc
Requires 48K and Applesoft Rom

Atari 400/800/1200XL
With 32K

Commodore-64
With 1541 disk drive

IBM-PC & PC *jr.*
DOS 1.1, 2.0, 2.1

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:

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If you have any problem with this program disk or any Muse® Software products, please feel free to call our technical support number for assistance:

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WARNING - Castle Wolfenstein™ 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.

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CASTLE WOLFENSTEIN™

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INTRODUCTION

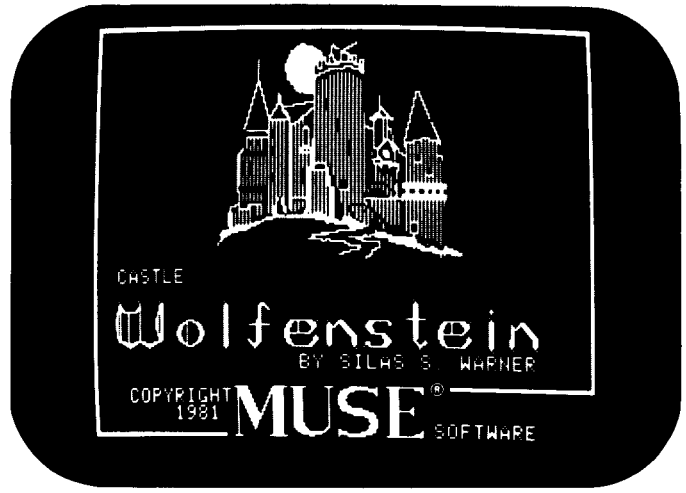
World War II is raging across Europe, and Castle Wolfenstein has been occupied by the Nazis and converted into their HQ.

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 !



GENERAL RULES OF PLAY

PLAYING THE GAME

Your escape from Castle Wolfenstein begins in the lowest level of the castle. You will always start in the same castle until you escape from it or unless you generate a new one.

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.

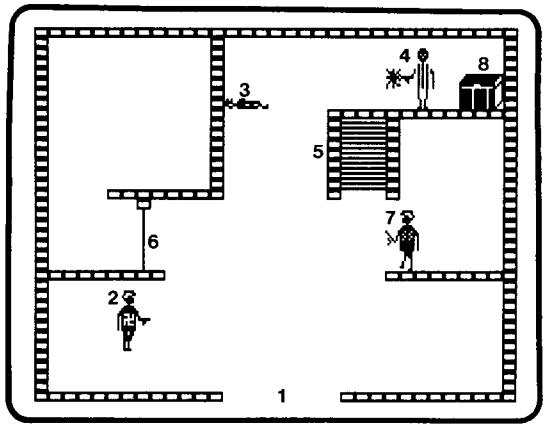
As you roam from room to room, trying to find the chest that contains the war plans and the doorway to freedom, you will have to shoot your way past guards and SS stormtroopers. You can replenish your supply of bullets and acquire other supplies by searching guards and opening supply chests.

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

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.

SAMPLE SCREEN

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



PROMOTIONS

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

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

GERMAN TRANSLATIONS

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

Achtung !	- Attention !
Halt !	- Stop !
Feuern !	- Fire !
Folgen	- Follow
Kamerad	- I surrender
Kaputt	- All over
Schweinhund !	- #%$#+ !
Was ist das ?	- What's that ?

STARTING THE GAME AND GAME CONTROLS:

APPLE

REQUIREMENTS

Apple II+, IIe and IIc. DOS 3.2 or 3.3

PROCEDURE

Insert the program disk into the drive and turn on the computer. When the title page appears, press RETURN to display the selection page and your present rank.

FROM THE SELECTION PAGE:

Press K, P or J to select the type of controls you will be using and to start the game

OR

Press CTRL-C to adjust controls

OR

Press CTRL-N to generate a new castle. After you press CTRL-N, the screen displays your options:

Press:

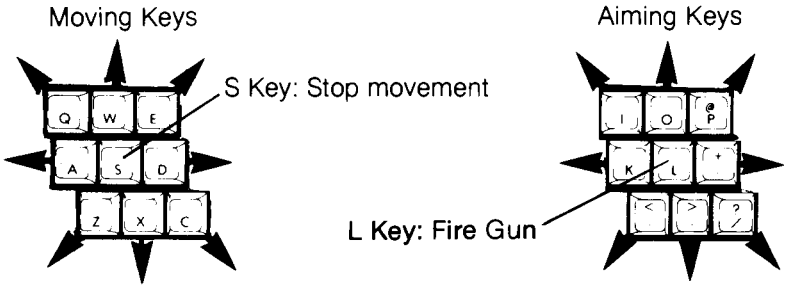
CTRL-C to generate a new castle and retain your present rank.

CTRL-R to generate a new castle and reset your rank to PRIVATE.

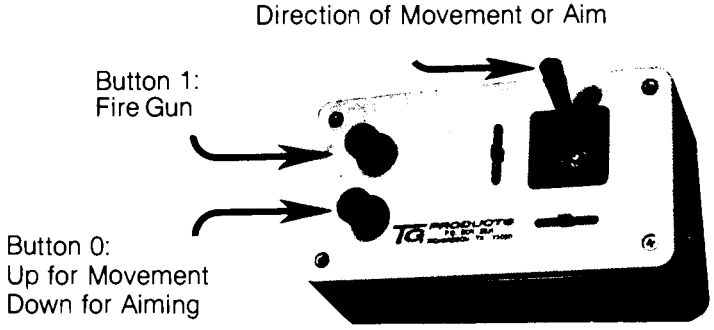
RETURN to exit to the selection page without generating a new castle.

AIMING AND MOVING CONTROLS - APPLE

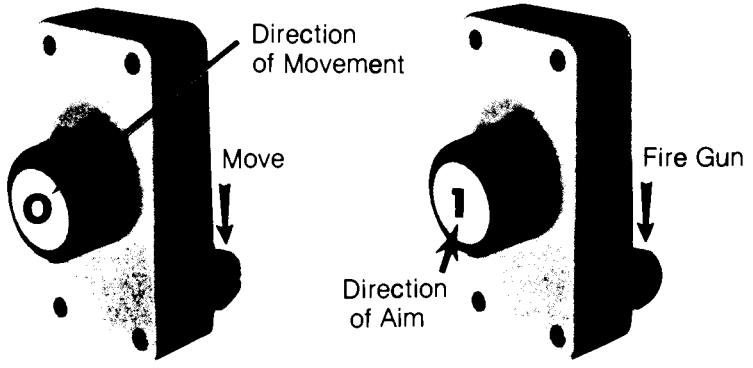
KEYBOARD:



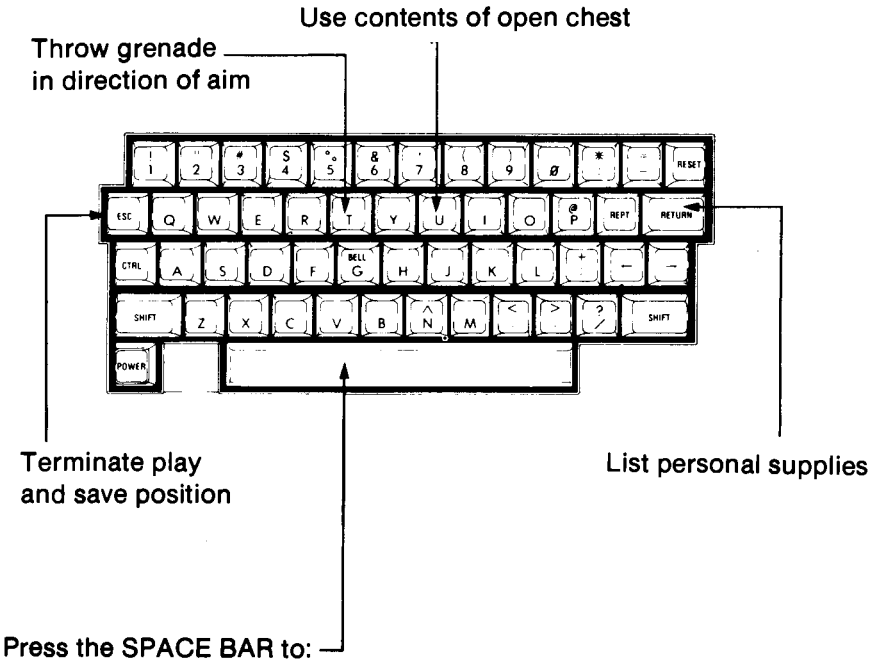
JOYSTICK:



PADDLES:



GAME CONTROL KEYS - APPLE



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.

SAVING YOUR POSITION

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

STARTING THE GAME AND GAME CONTROLS:

ATARI

REQUIREMENTS

Atari 400, 800, or 1200XL with 32K.

PROCEDURE

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.

FROM THE SELECTION PAGE:

Press 0, 1 or 2 to select the type of controls and to start the game

OR

Press CTRL-N to generate a new castle. After you press CTRL-N, the screen displays your options:

Press:

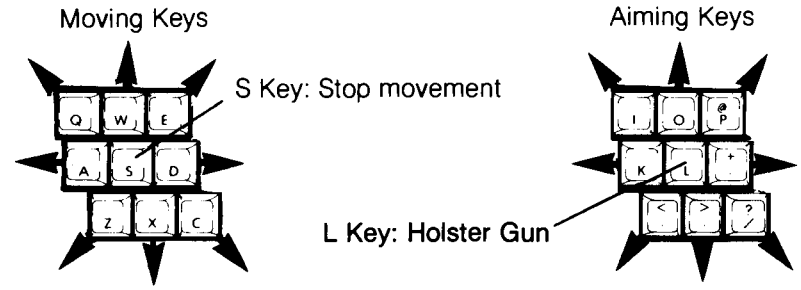
SELECT to generate a new castle and retain your present rank.

OPTION to generate a new castle and reset your rank to PRIVATE.

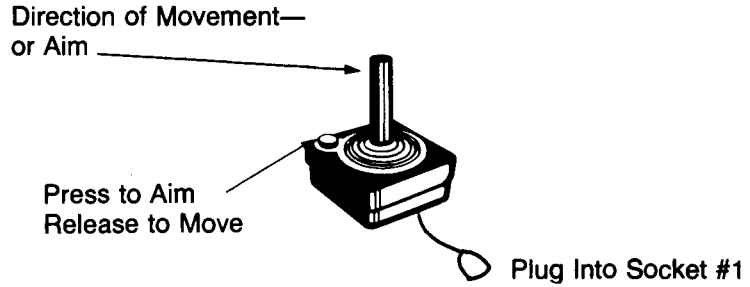
START to exit to the selection page without generating a new castle.

AIMING AND MOVING CONTROLS - ATARI

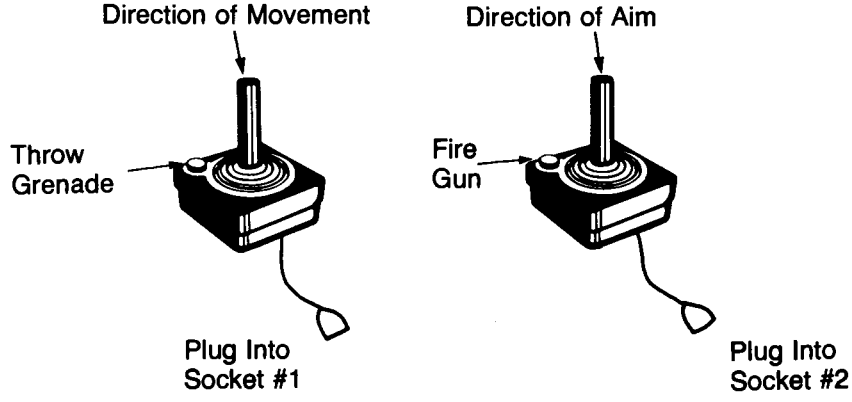
KEYBOARD:



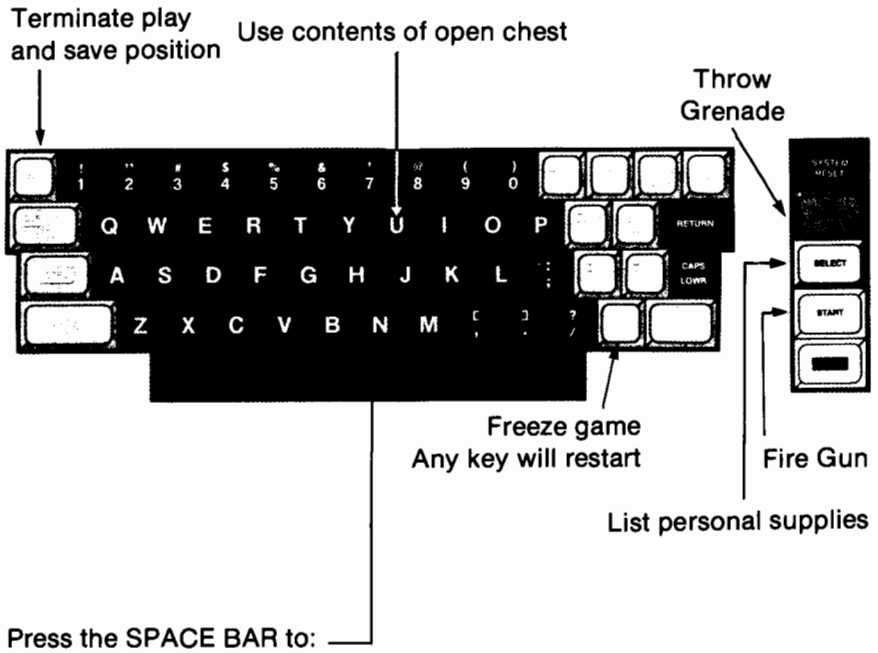
ONE JOYSTICK:



TWO JOYSTICKS:



GAME CONTROL KEYS - ATARI



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.

SAVING YOUR POSITION

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

STARTING THE GAME AND GAME CONTROLS:

COMMODORE

REQUIREMENTS

Commodore-64 with VIC 1541 disk drive

PROCEDURE

Turn on the disk drive. Turn on the computer. Insert CASTLE WOLFENSTEIN™ disk into drive. **NEVER TURN THE COMPUTER OR THE DISK DRIVE ON OR OFF WHEN THE DISK IS IN THE DRIVE.** After READY prompt type the characters:

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

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

FROM THE SELECTION PAGE:

Press K or J to select Keyboard or Joystick controls and to start the game. The game loads after a couple of minutes once you've made your selection

OR

Press CTRL-N to generate a new castle. After you press CTRL-N the screen displays your options:

Press:

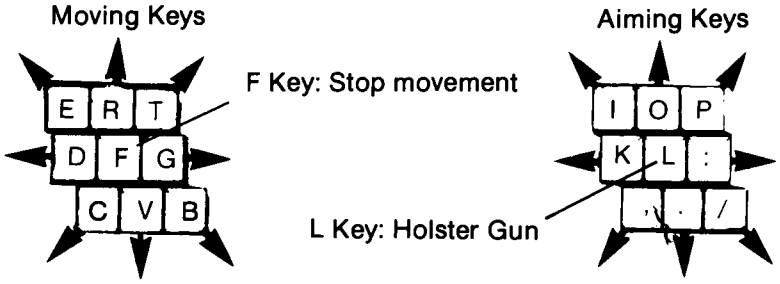
f 1 — to generate a new castle and retain your present rank.

f 7 — to generate a new castle and reset your rank to Private.

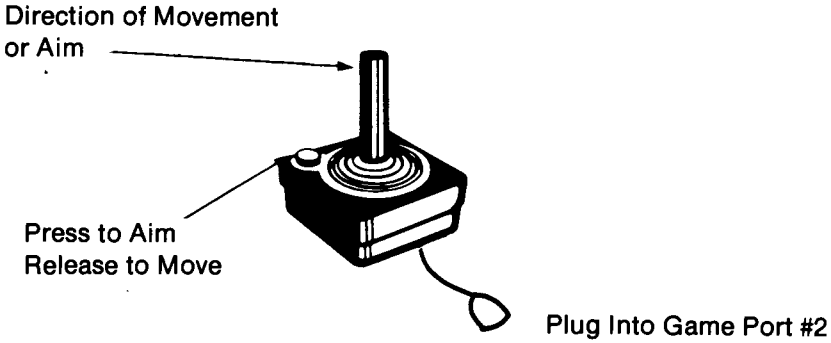
RETURN — to exit to the selection page without generating a new castle.

AIMING AND MOVING CONTROLS - COMMODORE

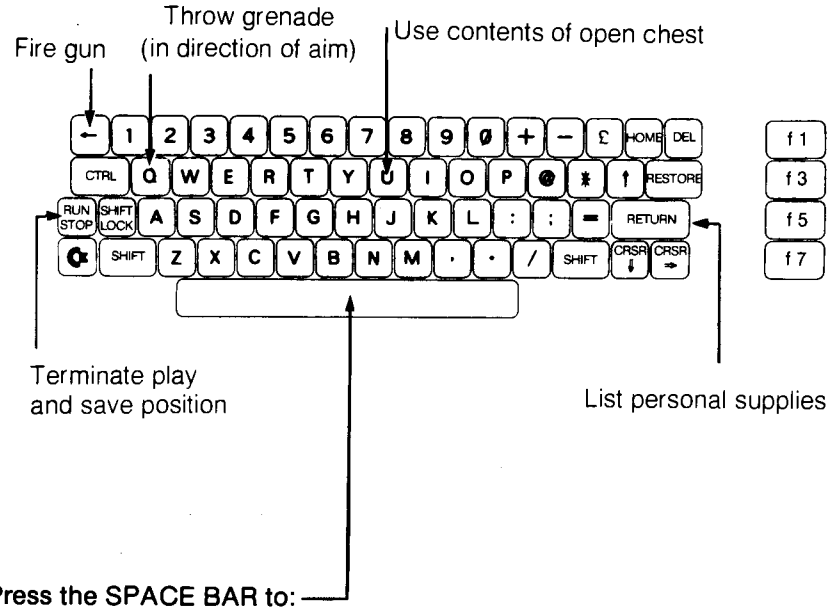
KEYBOARD:



ONE JOYSTICK:



GAME CONTROL KEYS - COMMODORE



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.

SAVING YOUR POSITION

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

STARTING THE GAME AND GAME CONTROLS:

IBM

REQUIREMENTS

IBM PC or PC*jr.* DOS 1.1, 2.0, or 2.1.

PROCEDURE

Insert your IBM DOS disk into Drive A and turn on the computer. When you see the prompt " A > ", insert the CASTLE WOLFENSTEIN™ program disk into the drive and type "CW" and then press ENTER. When the title page appears, press ENTER to display the selection page and your present rank.

FROM THE SELECTION PAGE:

Press K or J to select the Keyboard or Joystick controls and to start the game

OR

Press CTRL-R to reverse controls

OR

Press CTRL-N to start a new game. After you press CTRL-N, the screen displays your options:

Press:

CTRL-N to generate a new castle and retain your present rank.

CTRL-R to generate a new castle and reset your rank to PRIVATE.

RETURN to exit to the selection page without generating a new castle.

NOTE: The first time you select Joystick controls you will have to adjust them. Press CTRL-R (Reverse Controls) from the Selection Page and follow the instructions on the screen.

INSTRUCTIONS FOR CREATING A "BOOTABLE" CASTLE WOLFENSTEIN™ DISK

To creat a bootable Castle Wolfenstein™ disk, insert your IBM DOS diskette into Drive A and your Castle Wolfenstein™ diskette into Drive B. Turn on all equipment. When the DOS prompt, A>, appears on the screen, type:

SYS B:

and press ENTER.

When this operation is finished, the screen will display the message:

System transferred.

Now type:

COPY COMMAND.COM B:

and press ENTER.

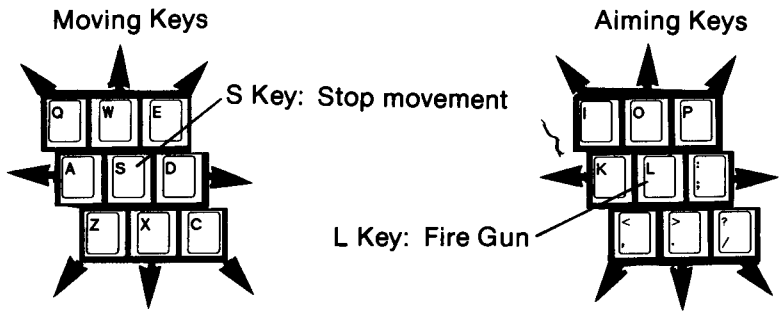
When the copy has been completed, you will be able to load Castle Wolfenstein™ from the game disk without having to use the DOS disk.

SINGLE DRIVE SYSTEMS

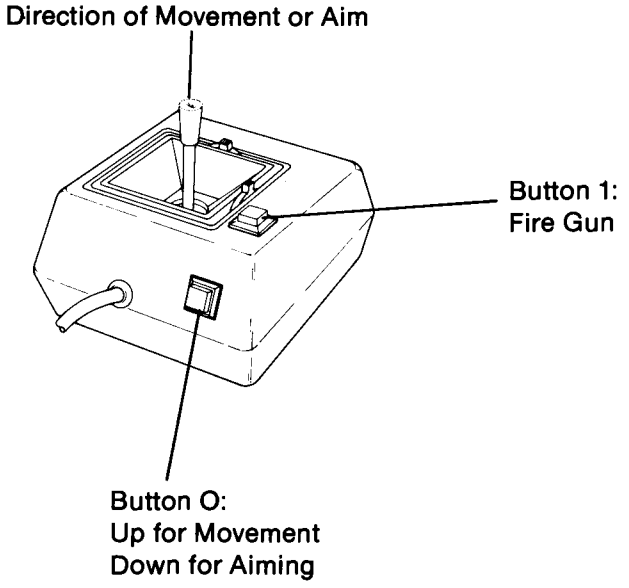
If you have a single drive system, when you are instructed to insert a diskette into drive B, you must place the Castle Wolfenstein™ disk into Drive A. When the screen instructs you to insert a diskette into drive A, insert the DOS diskette. Drive B messages refer to the Castle Wolfenstein™ disk; Drive A messages refer to the DOS disk. You may have to exchange the Castle Wolfenstein™ and DOS diskettes several times before the process is complete.

AIMING AND MOVING CONTROLS - IBM

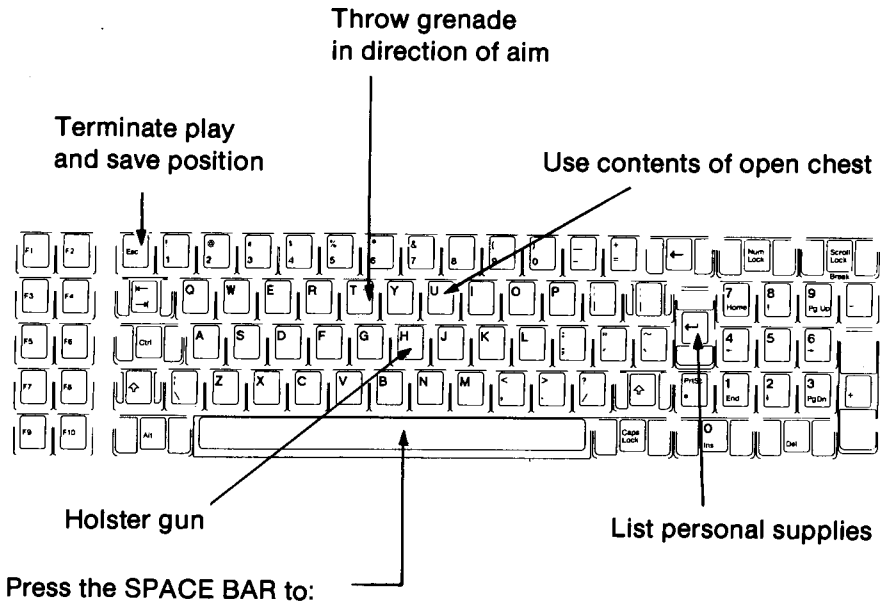
KEYBOARD:



JOYSTICK:



GAME CONTROL KEYS - IBM



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.

SAVING YOUR POSITION:

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

ACKNOWLEDGEMENTS:

CREATOR:	SILAS WARNER
PROGRAMMED BY:	DALE GRAY GEORGE VARNDELL SILAS WARNER
DOCUMENTATION:	CHARLES RAMMELKAMP
PRODUCT MARKETING:	CHRYSTAL RUBINO