

# Castle Wolfenstein

From Wachutiki  
Entertainment

## Introduction

Welcome to Castle Wolfenstein 5.1! I consider it to be my masterpiece, my best (and toughest) Wolfenstein 3D creation. This will probably be the hardest scenario you will ever play.



Wolfenstein 3D has been around since 1994 for the Macintosh. After its release, Greg Ewing later discovered how Wolfenstein levels are constructed, and WolfEdit was born.

From 1995 to 1997, many fine editors created some of the best Wolfenstein 3D levels ever. WolfAddict Software took advantage of WolfEdit 2.0's capabilities to add custom enemies, walls, and the like.

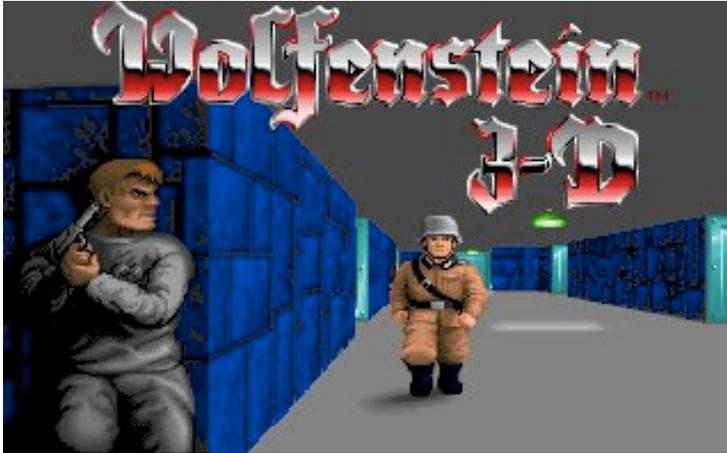
Sadly, many games, such as Doom, Quake, Duke Nukem 3D and Unreal have overshadowed Wolfenstein 3D. Many former Wolfenstein players have flocked to these other games. WolfAddict Software perished in early 1997.

I am the creator of Castle Xeen, The Castle of Lost Souls, Fortress of Fear (formerly Dragon Cavern), First Strike, and Temple of Doom. Over the years, I've learned how to make good Wolfenstein levels. I can assure you these levels are of the highest quality.

Castle Wolfenstein is my latest and greatest creation. It's for all types of W3D players, from novices to veterans. It features new walls, new enemies, and new objects.

Castle Wolfenstein has been featured in MacAddict Magazine and MacFan, a Dutch magazine.

Castle Wolfenstein has also been featured on VersionTracker  
[www.versiontracker.com](http://www.versiontracker.com).



## The Story

The year is 1943. World War II is in full blow. The Nazis have just assaulted American troops off the shore of France. You are one of those who escaped. Your unit's ammo dumps and your fellow soldiers have been locked up in the great Castle Wolfenstein. Your job is to defeat Hitler and rescue them. Good luck!

## About My Levels

My levels are as rich and as complex as it gets. I have examined many a Wolfenstein scenario, and I have not seen one be as complex or with as many traps as Castle Wolfenstein.

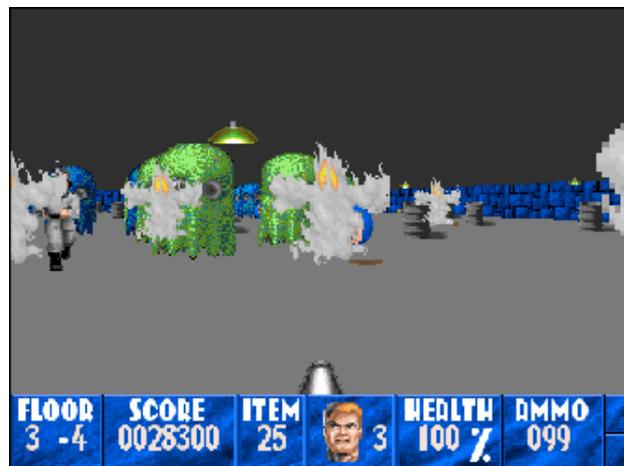
These levels are very likely going to frustrate you. I myself have trouble beating them. Castle Wolfenstein does start out pretty easy, but later it will become difficult. I have tried to complete it recently, and I have died seven times! This scenario is tough.

You are challenged with a mixture of tough puzzles and hordes of enemies to kill. Timing and speed is essential. Starting with floor 3-1, you must watch your back every step of the way. These levels are much more unpredictable than you think.

Illusions will further confuse you. Some walls are invisible. This can be both a blessing and curse.

Most scenarios, with the exception of "The Haunted Castle," created by Laz Rojas, don't take advantage of Wolfenstein's ghosts. There are ghosts in Castle Wolfenstein, usually more than you want to put up with. In the earlier levels, ghosts are nothing more than a nuisance. However, as you progress, you must fight your way past them in order to proceed to the next level.

Around floor 3-3, things start to get really nasty. There will likely be more than five



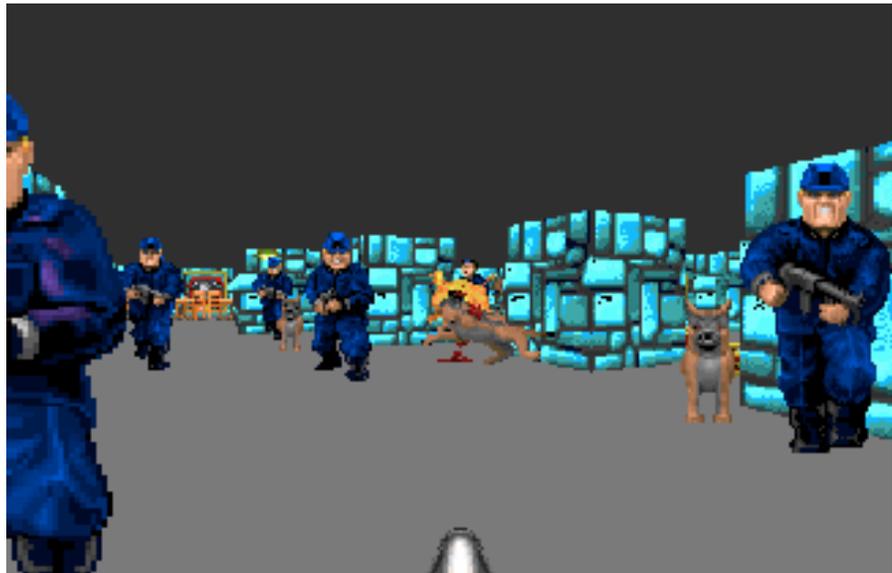
bosses on a level after 3-3. You are USUALLY given enough ammo to hold your ground. However, you do not know just how many bosses there will be. In order to stay alive, you may need to lure them somewhere else. I try to make it as hard as possible to get through levels without fighting more than a few bosses. If you play Castle Wolfenstein, you'll know what I mean. These are the MEANEST levels you will ever play. WolfAddict Software and Laz Rojas never made a scenario THIS tough. I've tested these levels. Even I can't beat some of them.

Save your game often. You're likely to fall into a trap.

Also, don't use cheats unless you ABSOLUTELY HAVE TO! It takes a lot of fun out of the game.

Castle Wolfenstein is constantly being updated. To learn about changes made from the previous version, refer to "Recent Changes," included with Castle Wolfenstein.

By the way, don't be surprised if you can't even run this scenario (with the full version of Wolfenstein 3D, of course). This scenario may overwhelm those of you still stuck with a 680x0 Macintosh, and the latest G4 Macs may be too fast for it!



## Requirements

Castle Wolfenstein requires the full version of Wolfenstein 3D™. If you don't have Wolfenstein 3D™, e-mail me at [wachutiki@att.net](mailto:wachutiki@att.net)

Also, Castle Wolfenstein requires a lot of memory to run. I recommend at least 5 MB of memory. This shouldn't be much of an issue for those of you with Power Mac G4s! If you experience out-of-memory messages with Castle Wolfenstein, e-mail me at [wachutiki@att.net](mailto:wachutiki@att.net) and tell me what type of Macintosh you have and how much memory you have.

# How to Install

Drag Castle Wolfenstein into the "Levels" folder. Open Wolfenstein 3D. You will see a list of scenarios. Pick Castle Wolfenstein from the list, and click OK.

## Previous Versions

Do NOT try to load any saved games from a previous version of Castle Wolfenstein on a newer version! THE LEVELS HAVE BEEN MODIFIED AND WILL CAUSE WOLFENSTEIN TO CRASH! If you are not finished with an earlier version of Castle Wolfenstein, simply keep the earlier version in the "Levels" folder along with the new version.

## Enemies

What follows is a summary of the residents of Castle Wolfenstein who will do everything in their power to make you miserable. And beware of ghosts!

**Guard (left):** These fellows can easily be mowed down by a Gatling gun, but they CAN gang up on you.



**S.S. Officer (right):** These bad boys are tough to kill, but they're not exactly quick on their feet. As an added bonus, if you kill them, you get a free machine gun!



**Elite Corporal (left):** Corporals are quick on their feet and can strip you of half your health before you can say, "Farfenugen!" Watch out for these guys.



**Mutants (right):** Mutants are silent; when they see you, they give no verbal indication that they wish to kill you. On top of all this, if they fire not once, but twice! And they're as pale as Michael Jackson. Ooooh...now THAT'S scary!





**Enron Executives (left):** Commonly known as a dog. Enron Executives want YOU as their Scooby Snack. EE's are quick little critters and will do everything they can to rip you to shreds. Watch out for EE's in Castle Wolfenstein; they're specially placed to drive you crazy.

little mofos can knock the wind out of you in a few short seconds. Requires at least 50 ammo shots or 5 missile shots to take down.

**Patrol (right):** Sure, they just look like

two guys with guns, but these mean the wrong way and you will end up just being another splatter on the wall.



**Goon (right):** Goons are huge, quick, and deadly. It could take up to 8 missile shots to destroy one. Be very afraid.



**Gremlin (left):** Not the cute cuddly kind from the movie. Gremlins throw scorching fireballs which can incinerate you on contact. May the Force be with you should you run into a gang of these guys.

**Grim Reaper (right):** These guys are like Gremlins, only worse; they're much tougher to kill. Run and hide if you see one of these fellows.



**Hitler (left):** Yep, this is the big guy himself. When you run into him or one of his clones, he may be wearing a tough suit of armor, as shown to the left, making him extraordinarily difficult to kill. You only win the game if you kill him on the last level.

# Objects, Goodies, and First Aid

Here are brief descriptions of various objects and goodies you will encounter in Castle Wolfenstein.



**(left to right) Table, Wacky Statue, Creepy Tree:** These are present only as decoration, but sometimes Creepy Trees can keep you from seeing the enemy!



**(left to right): Rations, Oxygen, Grog, Erdöl:** Collect 50 of these goodies (you can mix and match types) and you get a new life!



**(left-right): Medkit, Big John:** Medkits restore 10% of your health, and Big John's restore 25% of your health.

At certain points in Castle Wolfenstein you will encounter glass windows. You can shoot through them (enemies too!), but you can't fire missiles or gas through them. This also means Gremlins and Grim Reapers can't throw fireballs at you either.

Also, there is one mysterious object in Castle Wolfenstein that can not only restore your health to 100% but can also give you an extra life!

One more thing...beware of ghosts!

## Level Hints

Little tidbits to make your trek through Castle Wolfenstein less harsh. Also included are names for the levels.

### **Level 1-1: Enter!**

There's a ton of places to go and lots to see. Just about any place you go, you'll find treasures and ammo. There is one trap, though. Watch out.

### **Level 1-2: A Life of Misery**

You don't have much space to fight, and the majority of enemies are corporals. Don't worry. You'll survive.

### **Level 1-3: Secrets, Secrets Everywhere**

You receive your first machine gun on this level, provided you enter the right room.

Explore and have fun, but beware! There an invisible wall keeping you from finding the blue key. YOU must find the way to it! Also, you may have a run-in with ghosts. (NOTE: Starting with version 3.8.1, the other blue key in the eastern portion of the level has been replaced with a Big John, so you HAVE to find the blue key the hard way!)



### **Level 1-4: They're Coming From All Directions!**

Many places to go. Everybody is coming at you from all directions. Watch out! On top of that, there's many traps. Watch your back!

### **Level 1-5: Ambush**

Your first big boss. And it's a Captain! You won't encounter him until the end of the level, though. Wide, open spaces. And plenty of enemies, too. You will see a ghost on this level, but it won't hurt you. Be quick on your feet.

### **Level 2-1: Born to Be Frustrating**

Your first real puzzle. Don't have the see secret doors cheat active on this level or else it'll be no fun. Watch out for ghosts! Many special effects in this level.

### **Level 2-2: It's A Good Day to Die**

Watch your back. The first part of this level is tricky. Lots of Corporals running around.

### **Level 2-3: Rush Hour**

At one point in this level, a lot of enemies come rushing at you from all directions, including dogs. The dogs will most likely cause the most damage.

### **Level 2-4: A Wonderful Weapon**

Plenty of rooms, ammo and enemies. Good, not so clean fun. In the second section, you get a flame thrower!

### **Level 3-1: Captain's Quarters**

This is where you get to use that flame thrower! Not only that, you meet your first Goon here. He's mighty strong! A lot of Nazis live here.

### **Level 3-2: A Scary Experience**

Who's behind those Jeeps? You'll find out if you take the right path. There is a point in the level where you have to choose one door out of about ten. The other nine or so conceal ghosts. This puzzle pops up in later levels, too.

### **Level 3-3: Choose Your Fate**

Now things start getting tough. There are three ways to get the blue key. Fight a Grim Reaper, fight 22 mutants, or wade your way through a sea of ghosts. Also, there's more than one elevator. Only one is the real exit.

### **Level 3-4: Ghost Mania**

I've beaten this level without cheats, so don't e-mail me whining that you can't beat it.

### **Level 3-5: One Tough Mother**

Quite a unique level. I've never seen another level like this (except for 8-1). The level grows as you progress. The exits will constantly move, and some exits will take you



back to the first level. This is the level where you learn how to fight. Save often!

### **Level 2-1: Born to Be Frustrating**

What?! You're back on level 2-1 after killing all those monsters?! You must be pretty frustrated. Actually, you're back on 2-1 for one reason: to get the

missile launcher. Find it and you're off to level 4-1. And yes, you can get past those ghosts. I've done it without dying OR cheating. (Honest!)

#### **Level 4-1: Bloodlust**

A rather mild level compared to what's to come (except for one really nasty invisible wall puzzle early on). Not much first aid on this level, so you'd better not get hurt.

#### **Level 4-2: A Tad Tippy**

This level may be a bit confusing, but it won't take long to complete if you're quick. Have your missile launcher handy.

#### **Level 4-3: Tomorrow Always Dies**

There is one secret door that can cause you a LOT of trouble if you find it. Trust me.

#### **Level 4-4: A Choice**

Run and start shooting right away. Don't die on this level. There is more than one way to get the yellow key. It all depends which path you take. If you don't hurry up, you're toast. Don't have the see secret doors cheat active on this level. In the second section, you must choose one of two exits. Depending on which exit you pick, you're either going to have one more or one less level to fight your way through.

#### **Level 4-5: Blast From the Past**

This level actually came from Dragon Cavern/Fortress of Fear. It's still good, though. Not too hard. Starting with version 3.9, there's more enemies.

#### **Level 5-1: Haven of the Mutants**

Mutant mania! Nothing but mutants and bosses from 5-1 to 5-3. In this level, you must find your way through a maze, and you're not going to get anywhere unless you rid yourself of a certain pest you can't kill that drains your life...you'll see. Also, the invisible walls will drive



you crazy. If you want this level to be fun, don't have the see secret doors cheat active. SAVE YOUR GAME before you hit the switch to the next level! You'll find out why below.

### **Level 5-2: Run or Die**

If you're not quick on this level, you're toast. You do not walk on this level. You RUN! Have your flame thrower handy. In this level, the Mutants attack in packs. Mow them down with the flame thrower. Just to be mean, I'm not going to tell you how to get the blue key. I'll just say it's hard unless you know how to dodge.

### **Level 5-3: Relief**

Pure, raw action. Enjoy!

### **Level 6-1: The Comeback**

Many, many enemies to shoot at. Pretty easy if you ask me.

### **Level 6-2: Four Quarters**

There are four zones: One zone has plenty of ammo and treasure. In another you can find the yellow key. In another, you can find the blue key, and in the last, the exits. One exit takes you back to 3-1. I'm not telling you which one.

### **Level 6-3: All Roads Lead to Pain**

This level resembles Level 6-8 of Confrontation, one of the original Wolfenstein scenarios. Secret doors will need to be found in order to progress. You'll have a hard time getting past the ghosts at the end of the level.

### **Level 6-4: Not for the Weak**

This level will give you headaches. Run like hell, my friend.



And find all the secrets you can! You NEED the ammo. Part of the huge maze in this level is invisible. This is both a blessing and a curse. Also, something that wasn't present in versions earlier than 5.0 will REALLY make you miserable!

### **Level 6-5: Another Tough Mother**

Ay carumba! So many bosses! I gave you tons of ammo. Use it. One more thing...don't bother trying to find the Grim Reaper with the blue key. You have to kill all the other bosses first. Trust me. Did I mention there were ghosts? This level has been known



to cause crashes in Mac OS 9 and Classic.

### **Level 7-1: Torture**

You may think you can bypass all those bosses, but it's REALLY difficult unless you know where the yellow door (or is that yellow DOORS?) is.

### **Level 7-2: Simplicity**

Wide open spaces.

Not exactly one of my best, but if you don't play your cards right, you'll run out of ammo quickly. In version 5.0, there's more enemies.

### **Level 7-3: Shoot 'Em Up**

"Where's the blue key? Where's the Grim Reaper? I've killed all these enemies and there isn't a blue key!" That's what you'll be saying while playing this level. Since when do you have to leave a Grim Reaper or a blue key out in the open? Don't have cheats active on this level. It'll ruin all the fun...hee hee hee!

### **Level 7-4: No Turning Back**

At the time of writing, this level was near impossible. Makes you feel thankful I gave you so much space in my other levels. And THERE'S NO TURNING BACK! Grab everything you can before you leave the area ASAP or else the ghosts will get you. By the way, the maze in the level is INVISIBLE! Once again, this is both a curse and a blessing. The last area of this level will cause your ammo supplies to dwindle. Those S.S Officers are SO HARD to kill!

### **Level 7-5: Herr Hitler**

Two tips:

1. Run like the wind and shoot at the same time.
2. You have a run-in with one of Hitler's clones. He won't be dead when you kill him. He'll be back.

### **Level 8-1: Make It Stop!**

Confusing. Very confusing. And difficult, too. You don't know where the exit to 8-2 is. It'll just take blind stupid luck.

### **Level 8-2: Closed In**

A whole bunch of 3 X 3 rooms. What I call Castle Claustrophobia on steroids. This level is packed with gas for your beloved flame thrower. Not much space to fight.

### **Level 8-3: The Labyrinth**

A giant maze. On top of that, there's invisible walls! Beware of ghosts!

### **Level 8-4: Puzzling**

Before you can complete this level, you'll need to lure the ghosts into a different room. I've made this task a bit easier for you. You'll find out how I made it easier by exploring. Also, there is one point in the level where you're NOT supposed to kill all of the bosses.

### **Level 3-4: Not Again**

That's right. You have to go through those ghosts again. Also, the exit you pick determines how much you suffer later on.

### **Level 9-0: Ammo!**

A ton of ammo lies before you. Enjoy it...for now. :)

### **Level 9-1: Goodbye, Ammo!**

Those S.S. Officers have one purpose: To drain your ammo supplies. By the time you're finished with them, you'll be down to petty bullets. You shouldn't have trouble dispatching them, provided you've made it THIS far! You will repeat this process two or three more times, depending on which exit you picked on level 3-4.

### **Level 9-9: Hitler**

This is it. The end. Use that gas on those dogs quickly, then kill all 75 of them as fast as you can. You need all the health you can in order to take on the Hitlers. (Yes, that was plural.) All you need to do is take out one of them to win, but you do have limited ammo. Therein lies the challenge. Good luck to you!

# Strategies

Castle Wolfenstein is tough. Very tough. Presented below are strategies for selected levels. These strategies, along with the hints and tips in the two previous chapters, will help you get out of Castle Wolfenstein ALIVE. Often, many of the below strategies apply on other levels.

## Level 3-1

Don't rush into a room. You don't know how many enemies are going to be there. The flame thrower you have will definitely help you. Take out the enemies while making sure you don't get too hurt. Duck into an empty room to recuperate if needed.

## Level 3-3

Speed is the key at the beginning of the level. Rush out of the elevator and shoot until everyone's dead. The dogs will be a real pest.

Also, open every door you can (saving the game beforehand). If a door conceals a ghost, make absolutely sure no enemy gets near that door. If a ghost is set loose, the level will rapidly be rendered unplayable.

## Level 3-5

The exits will constantly change. You will have to deal with ghosts.

This strategy will be helpful for future levels but is especially helpful here. You will often have to take out bosses. Using a flame thrower or missile launcher, fire the ammo type of your choice at the boss until they get into shooting position. Back off. When they're finished firing, rush into their face and fire some more ammo. Back off again. Repeat this process until the boss is dead.



## Level 4-2

Watch your back. There will always be enemies running around.

In the level, there is a long hallway. At the end of this hallway lies two Grim Reapers. Using missile launchers, there is a way to take these bad boys out without them hurting you.

Gremlins can't touch you through glass.

### **Level 5-1**

Don't waste your ammo on the mutants in the eastern portion of the level. Hide behind walls so the mutants can't shoot at you. The flame thrower and missile launcher are both useless through glass, and bullet supplies are sparse, so watch how you use your bullets.

### **Level 5-2**

You don't necessarily have to kill ALL the Death Knights to complete the level.....

### **Level 6-2**

Lure ghosts into unoccupied rooms. They can't open doors.

Also, you'll run out of missiles and gas if you don't watch yourself. Conserve conserve conserve! Don't use your special ammo unless you absolutely have to.

### **Level 6-4**

At the beginning of the level, rush out into one corner, break out your flame thrower, and fire away.

Also, don't go into the invisible wall maze when you're fighting the bosses. You won't be able to find your way out.

Make sure the ghosts don't touch you. Your health will likely be drained on this level.

### **Level 6-5**

DO NOT WASTE YOUR AMMO! You need all the ammo you can get. Missiles are your best bet. Once you run out of those, use gas. You have enough gas to take out all of the bosses. Just don't get hurt in the process.

If I were you, I would not rush out into the western corridor unless I KNEW there were no bosses out there. The northern hallway will usually be cleaned out.

### **Level 7-1**

Where are those mutants coming from?  
As always, don't get too



hurt.

If you see bosses later in the level, run backwards and shoot.

### **Level 7-2**

In my opinion, this is the most exciting level of the entire scenario. If you do not run, you're toast. I mean it. In fact, if you don't start shooting the SECOND this level begins, you're toast. You will run low on ammo. You will spend the entire level running and shooting at the same time.

Once you get past the yellow door, search for a secret door. Believe me, the search will be worth it.

### **Level 7-5**

Find the secret door right away. It's in the eastern hallway. When you begin, kill the mutant, and make a right turn. The secret door is between the two doors.

In previous versions of Castle Wolfenstein, you didn't have a fighting chance against the Death Knights in the western portion of the level. Now you do...providing you don't waste the ammo.

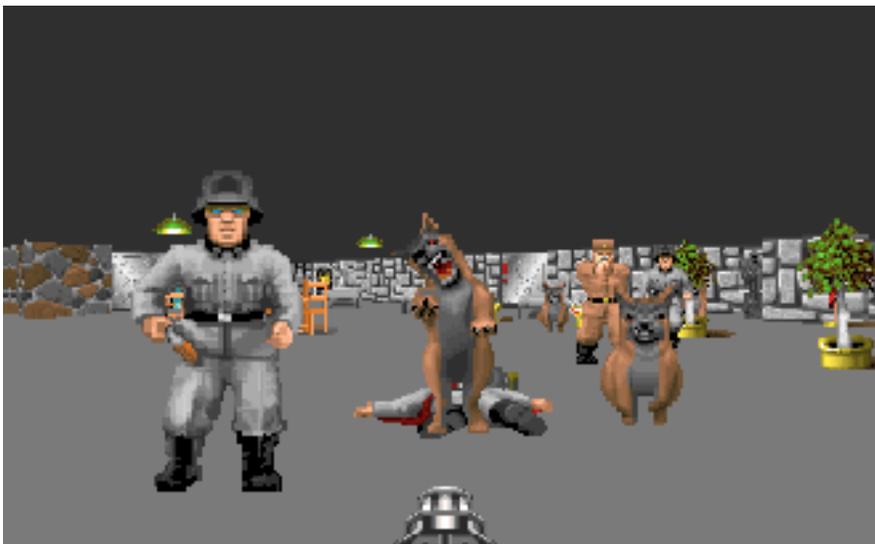
### **Level 8-1**

At the beginning, run until you find an exit. Otherwise, you're toast.

Later on, you'll have to take on hordes of bosses. This will take MANY tries to accomplish. Don't let your ammo supplies run low.

### **Level 9-1**

Use your flame thrower first, followed by missiles, then bullets. Don't use up all of your missiles on the first wave of S.S Officers.



### **Level 9-9**

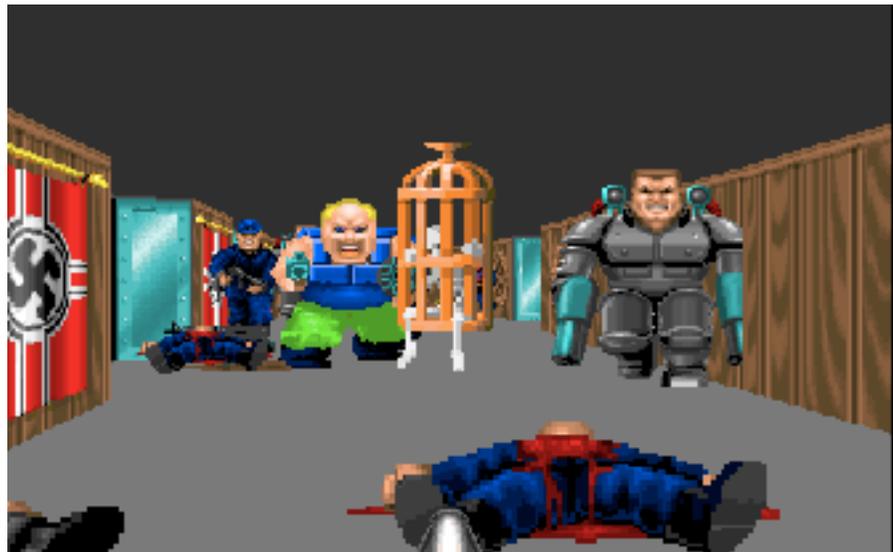
Don't get hurt. If you lose your life and you're not playing at the easiest difficulty level, you're toast.

Focus on killing one Hitler. You don't have enough ammo to take all of them.

# Tips

Castle Wolfenstein is an unusually tough scenario. I usually end up dying! Therefore, there are a few things you need to know in order to survive before you delve into the terrible fortress that Castle Wolfenstein is. Note that the tips stated here does NOT apply to every level!

1. You do not walk in Castle Wolfenstein. You RUN!
2. Save often!
3. You will often have to go through the process of trial and error in order to solve puzzles. (Save the game, try, if objective not obtained, restore game.)
4. If you encounter a ghost as a result of opening a door or secret door, chances are you've ruined your chances of completing the level.
5. Watch your back. Enemies tend to come at you from all directions.
6. Don't underestimate the viciousness of dogs in Castle Wolfenstein. They attack in packs, and they're trained to KILL!
7. Save the game before you try anything funky, like throwing an exit switch.
8. Speaking of exit switches, many levels have multiple exits. Some take you to the next level, some take you to an earlier level, some return you to the same level, some unleash a ghost upon you, and some simply don't do anything at all.
9. Don't make yourself invincible unless you absolutely have to.
10. Use the see secret doors cheat when you're really stumped.
11. Speaking of secret doors, I don't mark them in any way (usually), and they usually need to be found in order to complete a level.



12. Conserve your ammo! Also, use the right kind of the ammo on the right kind of enemy. If you have gas and missiles, don't go around wasting bullets on Goons and Gremlins.

13. If you play at any difficulty level above "Can I Play Daddy?", you're in for a real treat.

14. Invisible walls are a mixed blessing. They can keep enemies from shooting at you, but they can also impede your progress in a level. In most cases, think of invisible walls as a road under construction. When a road is under construction, you must find a detour route. The same applies here. In this case, secret doors are usually the detour.

15. Expect all levels past 3-3 to have the maximum 127 enemies. I do not go easy on you.

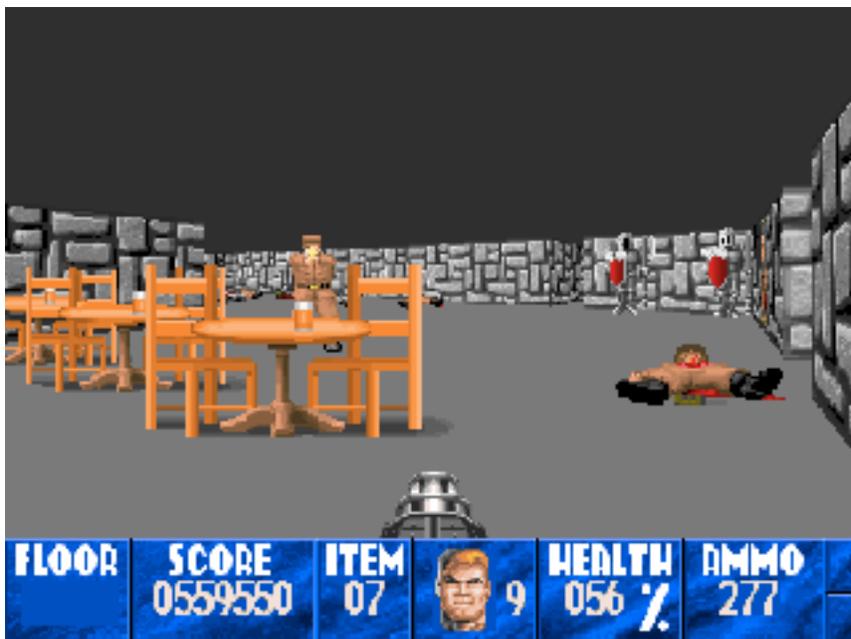
16. When entering a room, immediately turn around and look for enemies. If present, open fire.

17. Don't rush into a large room. Large rooms usually conceal huge numbers of enemies.

18. Be suspicious of large, empty rooms. Some Nazis may be hiding somewhere.

19. In all levels past 3-3, you must obtain both yellow and blue keys in order to complete the level.

20. When dealing with bosses, fire with a STRAIGHT AIM! Your weapon must be



looking RIGHT AT the boss! If you don't know how to get a straight aim, learn fast.

21. Shoot through gaps in the wall. You can see the enemy, but the enemy cannot see you.

22. Patrols and Captains aren't tough to kill, provided you have missiles. Goons are hard to kill with ANYTHING. Grim Reapers is even tougher to kill than Goons.

23. Gremlins=Death, especially when they attack in packs.

24. Hitler (or his clones) in armor isn't hard to kill. The unarmored Hitler takes about 15 missiles to kill.

25. Don't waste first aid. If you have 96% health, don't pick up a Big John. Wait until you're more injured before you do that.

26. Make sure you have a straight aim when shooting missiles at bosses. That way, you won't waste many missiles.

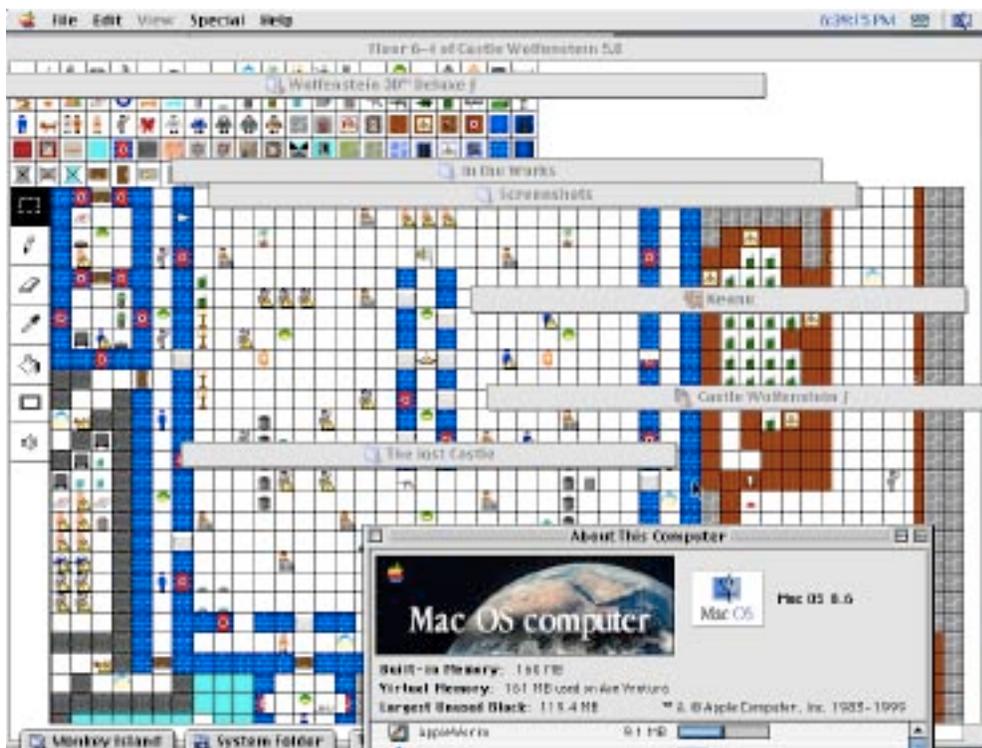
27. Mutants are silent and deadly. They can easily take you by surprise.

28. Anything that can go wrong will go wrong. You're not likely to do everything right the first time around.

29. These levels can frustrate the player. (It's even happened to me occasionally!) If you get frustrated, go away, and come back when you feel better.

30. Some things (for example, objects) don't do what they're supposed to do.

31. Life is cruel. So is Castle Wolfenstein. My friend, you will be tortured in this scenario.



32. Shoot once, shoot twice, shoot again, and then, when everyone's dead, ask a few questions.

33. Never confront a boss in close quarters unless you absolutely have to.

34. For that matter, never confront more than two enemies in

close quarters unless you absolutely have to.

35. Ghosts can really make you miserable. If you can, lure them into a locked room (one that's closed in by yellow or blue doors).

36. Have fun!

## Level Stats

No other Wolfenstein author does or ever did this. I'm going to give you exactly how many enemies, goodies, secrets, objects, rooms, and doors there are in each level. Why? Because I want to. I don't need a reason. Major changes are noted as needed. Enjoy! These stats are current as of version 5.0, released in July 1999. Later versions shouldn't deviate far from the numbers given.

### Level 1-1

Enemies: 77  
Goodies: 37  
Secrets: 12  
Objects: 250  
Rooms: 38  
Doors: 43

### Level 1-2

Enemies: 36  
Goodies: 17  
Secrets: 3  
Objects: 106  
Rooms: 13  
Doors: 13

### Level 1-3

Enemies: 73  
Goodies: 45  
Secrets: 17  
Objects: 258  
Rooms: 41  
Doors: 43

### Level 1-4

Enemies: 83  
Goodies: 47  
Secrets: 10  
Objects: 246  
Rooms: 41

Doors: 47

### Level 1-5

Enemies: 88  
Goodies: 44  
Secrets: 6  
Objects: 241  
Rooms: 16  
Doors: 20

### Level 2-1 First Visit

Enemies: 83  
Goodies: 34  
Secrets: 15  
Objects: 283  
Rooms: 40  
Doors: 54

### Level 2-2

Enemies: 108  
Goodies: 30  
Secrets: 8  
Objects: 306  
Rooms: 23  
Doors: 36

### Level 2-3

Enemies: 73  
Goodies: 26  
Secrets: 6

Objects: 197  
Rooms: 21  
Doors: 24

**Level 2-4 Section A (Section B not shown...it's too small)**

Enemies: 84  
Goodies: 30  
Secrets: 8  
Objects: 225  
Rooms: 42  
Doors: 46

**Level 3-1**

Enemies: 113  
Goodies: 31  
Secrets: 2  
Objects: 192  
Rooms: 35  
Doors: 38

**Level 3-2**

Enemies: 127  
Goodies: 32  
Secrets: 10  
Objects: 277  
Rooms: 26  
Doors: 31

**Level 3-3**

Enemies: 127 (WAY up from versions prior to 5.0!)  
Goodies: 22  
Secrets: 3  
Objects: 274  
Rooms: 36  
Doors: 59

**Level 3-4 First Visit**

Enemies: 61  
Goodies: 4  
Secrets: 1  
Objects: 124  
Rooms: 8  
Doors: 11

**Level 3-5 Section A**

Enemies: 25  
Goodies: 3  
Secrets: 1  
Objects: 53  
Rooms: 3  
Doors: 2

**Level 3-5 Section B**

Enemies: 40  
Goodies: 3  
Secrets: 1  
Objects: 60  
Rooms: 4  
Doors: 5

**Level 3-5 Section C**

Enemies: 50  
Goodies: 14  
Secrets: 5  
Objects: 105  
Rooms: 9  
Doors: 14

**Level 3-5 Section D**

Enemies: 79  
Goodies: 24  
Secrets: 1  
Objects: 191  
Rooms: 19  
Doors: 27

**Level 3-5 Section E**

Enemies: 94  
Goodies: 57  
Secrets: 5  
Objects: 289  
Rooms: 27  
Doors: 38

**Level 3-5 Section F**

Enemies: 127  
Goodies: 68  
Secrets: 7

Objects: 274  
Rooms: 37  
Doors: 53

**Level 2-1 Second Visit**

Enemies: 125  
Goodies: 41  
Secrets: 14  
Objects: 312  
Rooms: 41  
Doors: 60

**Level 4-1**

Enemies: 127  
Goodies: 28  
Secrets: 5  
Objects: 296  
Rooms: 33  
Doors: 43

**Level 4-2**

Enemies: 122  
Goodies: 61  
Secrets: 6  
Objects: 325  
Rooms: 19  
Doors: 34

**Level 4-3**

Enemies: 127  
Goodies: 77  
Secrets: 14  
Objects: 290  
Rooms: 26  
Doors: 34

**Level 4-4 Section A (Section B not shown-it's too short)**

Enemies: 117  
Goodies: 20  
Secrets: 19  
Objects: 352 (WAY WAY up from versions prior to 5.0)  
Rooms: 29  
Doors: 59

**Level 4-5 (From Dragon Cavern/Fortress of Fear)**

Enemies: 127 (up 10 from versions prior to 5.0)  
Goodies: 51  
Secrets: 3  
Objects: 164  
Rooms: 18  
Doors: 19

**Level 5-1**

Enemies: 127  
Goodies: 32  
Secrets: 21  
Objects: 295 (up 15 from versions prior to 5.0)  
Rooms: 32  
Doors: 21

**Level 5-2**

Enemies: 127  
Goodies: 5 (up 24 from versions prior to 5.0)  
Secrets: 5  
Objects: 226 (up 24 from versions prior to 5.0)  
Rooms: 12  
Doors: 36

**Level 5-3**

Enemies: 114  
Goodies: 10  
Secrets: 1  
Objects: 188  
Rooms: 12  
Doors: 22

**Level 6-1**

Enemies: 127  
Goodies: 84  
Secrets: 6  
Objects: 292  
Rooms: 31  
Doors: 34

**Level 6-2**

Enemies: 127  
Goodies: 16  
Secrets: 5  
Objects: 274  
Rooms: 32  
Doors: 44

**Level 6-3**

Enemies: 127  
Goodies: 36  
Secrets: 13 (up 10 from versions prior to 5.0)  
Objects: 311 (up 33 from versions prior to 5.0)  
Rooms: 28  
Doors: 50

**Level 6-4**

Enemies: 127  
Goodies: 57  
Secrets: 9  
Objects: 330  
Rooms: 15  
Doors: 22

**Level 6-5**

Enemies: 127  
Goodies: 21  
Secrets: 25  
Objects: 327  
Rooms: 23  
Doors: 37

*Note:* For those of you who are curious about this boss-packed level, there are exactly **40** bosses. How it came to be exactly 40, I don't know. Blind luck I guess.

**Level 7-1**

Enemies: 127  
Goodies: 24  
Secrets: 7  
Objects: 312  
Rooms: 26

Doors: 33

**Level 7-2**

Enemies: 127 (up 34 from versions prior to 5.0)  
Goodies: 18  
Secrets: 2  
Objects: 245  
Rooms: 5  
Doors: 13

**Level 7-3**

Enemies: 127  
Goodies: 10  
Secrets: 12  
Objects: 220  
Rooms: 57  
Doors: 64

**Level 7-4**

Enemies: 122  
Goodies: 24  
Secrets: 11  
Objects: 247  
Rooms: 13  
Doors: 16

**Level 7-5**

Enemies: 127  
Goodies: 24  
Secrets: 7  
Objects: 285  
Rooms: 42  
Doors: 49

**Level 8-1 SECTION A**

Enemies: 5  
Goodies: 2  
Secrets: 1  
Objects: 13  
Rooms: 2  
Doors: 1

**Level 8-1 SECTION B**

Enemies: 71

Goodies: 6  
Secrets: 4  
Objects: 131  
Rooms: 16  
Doors: 21

**Level 8-1 SECTION C**

Enemies: 124  
Goodies: 8  
Secrets: 14  
Objects: 311  
Rooms: 21  
Doors: 25

**Level 8-1 SECTION D**

Enemies: 127  
Goodies: 40  
Secrets: 22  
Objects: 370  
Rooms: 17  
Doors: 24

**Level 8-1 SECTION E**

Enemies: 105  
Goodies: 40  
Secrets: 26  
Objects: 364  
Rooms: 18  
Doors: 25

**Level 8-2**

Enemies: 127  
Goodies: 52  
Secrets: 10  
Objects: 359  
Rooms: 31  
Doors: 38

**Level 8-3**

Enemies: 127  
Goodies: 112

Secrets: 7  
Objects: 402 (some objects may not be present in the level)  
Rooms: 6  
Doors: 5

**Level 8-4**

Enemies: 127  
Goodies: 14  
Secrets: 5  
Objects: 167  
Rooms: 25  
Doors: 31

**Level 3-4 Revisited**

Same as Level 3-4 First Visit

**Level 9-0**

Enemies: 1  
Goodies: 1  
Secrets: 1  
Objects: 59  
Rooms: 3  
Doors: 2

**Level 9-1**

Enemies: 127  
Goodies: 3  
Secrets: 1  
Objects: 64  
Rooms: 9  
Doors: 8

**Level 9-9**

Enemies: 78  
Goodies: 1  
Secrets: 1  
Objects: 18  
Rooms: 2  
Doors: 1

# Does Wolfenstein 3D Work on Power Mac G4's?

**Short answer:** YES!

**Long answer:** Wolfenstein 3D is old. REALLY old! In computer years, it's ancient. More ancient than Julius Caesar. Yet amazingly, I've played Wolfenstein 3D in Classic on an iMac with Mac OS 10.1.5, and it runs beautifully.

However, because Castle Wolfenstein 5.1 exploits many features that were not present in the original Wolfenstein 3D levels, the game may, at one point, not know what to do and crash. This will not happen often. It will run 95% of the time. It is most likely to crash with Mac OS 7.5.x and Mac OS 7.6. Any OS less recent or more recent than those versions should have no trouble handling Wolfenstein 3D and Castle Wolfenstein. Should a problem arise, feel free to e-mail me at [wachutiki@att.net](mailto:wachutiki@att.net), and I will try to help you.

## Don't Have Wolfenstein?

Castle Wolfenstein requires the full version of Wolfenstein 3D. Most people don't have the full version. Unfortunately, MacPlay no longer distributes Wolfenstein 3D for the Mac.

If you want the full version, e-mail me at [wachutiki@att.net](mailto:wachutiki@att.net)

I will send you the Web addresses for both Wolfenstein 3D AND the full version of WolfEdit 2.0, so you can edit my levels.

I also have the PC version of Wolfenstein 3D and its sequel, Spear of Destiny, but I cannot offer troubleshooting tips for either game.

If you don't have the Internet, I will gladly send Wolfenstein and WolfEdit by e-mail.

# Shareware? I think not!

This is a scenario for a game that was released EIGHT YEARS AGO! To charge money for it would be foolhardy! You want a good shareware game? Go download Snood from [www.snood.org](http://www.snood.org). And while you're there, go to the Forum section and whine about there not being a version for Mac OS X.

## A Little Slice of History

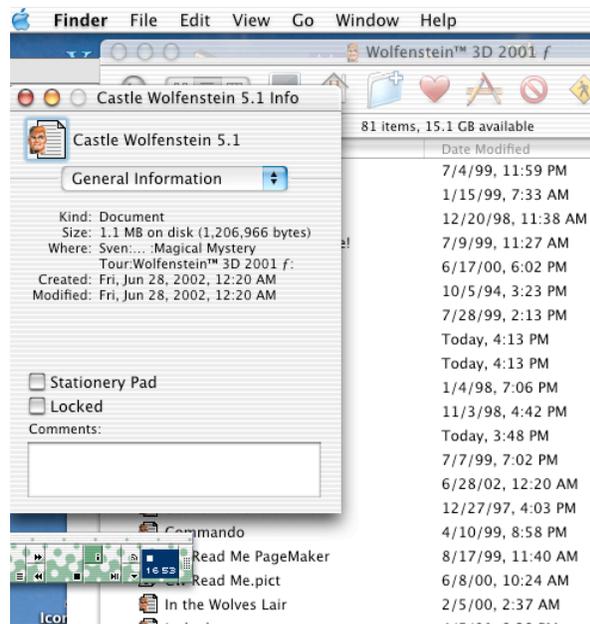
The story of how I became such an excellent Wolfenstein author is long and twisted. Allow me to share it with you.

Around 1994, I bought Wolfenstein 3D™ First Encounter at a CompUSA for \$5. I tried it, and it was OK, but it ended up on the shelf.

Then, in 1995, a friend of mine gave me a copy of the full version of Wolfenstein 3D™. I played all the levels many times over. I wanted more.

I gave up Wolfenstein after getting sick of all the levels until very late in 1995, when I tried out America Online. There, I discovered WolfEdit, a Wolfenstein level editing program. I downloaded it and created what would later become my very first scenario, Castle Xeen. It was completed in very early 1996. I have left the very first level I ever

created hidden in the version of Wolfenstein 3D™ I distribute to people who want it.



Castle Xeen was poorly designed. There were tons of bugs. It was 40 levels long however, so the action lasted quite a while. Xeen made its first appearance at Doug Ingram's Wolfenstein 3D Page, along with Compact Maps Set 1, which can no longer be found ANYWHERE on the Web. Doug's page has since expired.

Then, I started work on The Castle of Lost Souls, which was actually called Mega-Trainer for quite a while, and which I completed about a month later. It was marginally better than Castle Xeen. It was

completed around March 1996, along with Compact Maps Set 2. The Castle of Lost Souls also surfaced on Doug's page.

Everything about Xeen and Lost Souls was shoddy and immature. The levels weren't very good, and neither were the abstracts. They were incredibly immature and childish.

I updated Xeen and Lost Souls and uploaded them to Info-Mac. They can still be downloaded today. The readmes were real immature and corny. What follows is a little promo for Dragon Cavern/Fortress of Fear found in the Castle Xeen 2.0 Readme:

Coming Soon:

The Dragon Cavern!

You are Hans D. Fritz. After defeating Hitler and Dr. Schabbs once again, you leap out of a window. Whoa! It's storming outside! In an attempt to get back into the castle, you are struck by lightning! You awake in a dark place! What's a French soldier to do?

See what I mean? Immature.

I started work on Dragon Cavern I promoted Dragon Cavern like there was no tomorrow. In reality, the levels weren't THAT good. They aren't at all as good as ANY level from Castle Wolfenstein.

While working on Dragon Cavern, I met up with Joel Adams, who worked for WolfAddict Software. We became partners and created a VERY popular Wolfenstein 3D page, J.J's Wolfenstein 3D Reviews (or something like that). There, we reviewed anything that had to do with Wolfenstein 3D for the Macintosh. I even promoted Dragon Cavern there. Also, J.J's Reviews is where The Bugs and Daffy Voting Page (my brainchild) got its start. The site closed down around August.

Dragon Cavern came out around April, but it had serious bugs which were fixed by a man named Bob Thijs. After that, Dragon Cavern 2.0 debuted. Along with Dragon Cavern 2.0 came Tiger Cavern, Compact Maps Set 3, Compact Maps for 1st Set 1 (1st Encounter Compact Maps), The All NEW MONDO Wolfenstein Sounds (no longer found anywhere on the Net), Tiger Hacks, and The Wolfenstein Funhouse (the less I say about that disaster, the better).

Around June, I started work on Return to Castle Xeen, which later became First Strike.

Return to Castle Xeen was the first scenario I created with WolfEdit 2.0. It took advantage of a few of its features. A later version, before it became First Strike, featured a few custom graphics.

In late 1996, Return to Castle Xeen Beta 2.0 debuted on Info-Mac as part of Bad to the Bone, a small collection of my scenarios.

I began work on Temple of Doom in mid-1997. This was the cruelest scenario I had ever created. There were tons of enemies to kill and tons of dirty tricks, as well as many custom graphics. Temple of Doom III debuted on Info-Mac in late 1997. Unfortunately, Temple of Doom III had a horrible bug which rendered it unplayable on Power Macs. First Strike 1.0 came out around this point, too.

In early 1998, I began work on Castle Wolfenstein. Because Temple of Doom had been so cruel and unkind to the player, I decided to make this a gentle scenario. The levels were topnotch. I even started to use some special effects. Version 1.1 debuted on Info-Mac in April 1998.

I ceased work on Castle Wolfenstein with the exception of the creation of a few levels during the summer. Around August 1998, I started working on it again with a vengeance. I tossed the sissy nice-guy atmosphere and made the levels as cruel as humanly possible. I also added a TON of custom graphics. Castle Wolfenstein 3.0 debuted in November 1998.

Also, I had noticed that nobody had uploaded anything to the Wolfenstein section of Info-Mac since April. So, I threw together 36 scenarios that I thought were good (most of them mine) and named it Awesome Resurrection. It debuted on Info-Mac around September.

Following Castle Wolfenstein 3.0 came Wolfenstein Adventures, Temple of Doom 4.5 (the bug-fix of that grievous bug mentioned earlier), Fortress of Fear (Dragon Cavern renamed), First Strike II (with custom graphics), WolfenPC, and Compact Maps Set 5 (ALL of my Compact Maps).

Packages of scenarios I distributed to Info-Mac included Awesome Resurrection 1 and 2, Wolfenstein Around the World, Macinstein 3D, Breakthrough Deluxe, The Scenarios of Laz, Through the Portal, and Wolfenstein Classics (included with Castle Wolfenstein 3.0).

I again ceased work on Castle Wolfenstein until March 1999. I am in the process of adding special effects to all of the levels as well as the last final levels.



After weeding out many bugs and extensive testing, Castle Wolfenstein was completed on July 22, 1999.

During 2000 and 2001, I made a few Wolfenstein Adventures, but not much else. However, I still want to keep the Wolfenstein 3D spirit alive. This is why I've chosen to rerelease Castle Wolfenstein.

If you have any questions about anything I mentioned here, e-mail me at **wachutiki@att.net**

## Version History

I love version histories. I think they're interesting. Therefore, I've included a version history of Castle Wolfenstein.

1.0-First version. Had light blue wall. 4 levels.

1.1-First public release. 4 levels

1.2-6 levels

1.5.1-1.5.3- 20 levels, some new graphics

2.0-33 levels. Many new graphics

2.1-35 levels. Some more graphics changed.

2.2-37 levels

2.3-39 levels

2.4-40 levels

3.0-42 levels. First official public release.

3.3-44 levels. Graphics added and changed.

3.5-45 levels. Treasures changed to goodies.

3.8-48 levels. Added many special effects to 1-1, 1-3

3.8.1-48 levels. Added special effects to 1.4-3.1

3.8.2-48 levels. Fixed several horrible bugs.

3.9-48 levels. Special effects added to many levels

3.9.1-48 levels. Special effects added to many levels

3.9.4-48 levels. Graphics changed, special effects added to many levels

5.0-55 levels. Ending added. Several major bugs corrected.

5.1-55 levels. A few changes here and there.

## My Products

I have many, many other scenarios and related things circulating the Internet. Most of them can be found at Info-Mac, but you may never know where they pop up. Some of my later scenarios have been included on CD-ROMs of several magazines, including MacAddict.

### **Castle Xeen 1.0**

My first scenario ever. 39 levels. Pure, raw action with plenty of level flaws.

### **Castle Xeen 2.0**

A marginal improvement over version 1.0. Recently released to Info-Mac.

### **Castle of Lost Souls 1.0**

My second real scenario. 40 levels. Pure, raw action with a lot less flaws than Castle Xeen. Version 2.0 never came out. Recently released to Info-Mac.

### **Dragon Cavern/Fortress of Fear**

My third real scenario. 25 levels. Simple puzzles and many enemies to shoot at. A perfectly good scenario. Some early versions had a serious bug that ended the game too early.

### **Tiger Cavern**

Supposed to be a First Encounter version of Dragon Cavern. 6 levels. Didn't catch much notice, so I dropped it.

### **First Strike/Return to Castle Xeen**

My fourth scenario and the first scenario designed with WolfEdit 2.0. 25 levels. A cross between Dragon Cavern and Temple of Doom. Not too easy, not too hard, but I never really finished it.

### **Temple of Doom**

One of my masterpieces. 31 levels. Tough. Really tough. Cruel. Unkind to the player. Early versions crashed Power Macs. Version 1.5 corrects this partially.

**Castle Wolfenstein**

My latest scenario and one of my finest masterpieces. Currently at 50+ levels, but always growing. Features new graphics. Castle Wolfenstein has been featured in MacAddict magazine and Macintosh magazines in Europe.

**Compact Maps Sets 1-4**

Small, one to three level scenarios with levels lifted from my other scenarios.

**Wolfenstein Adventures**

Totally original levels of high quality. Usually a level long.

**Compact Maps Set 5**

All of my Compact Maps, including early versions of the then-unnamed Wolfenstein Adventures.

**Awesome Resurrection 1**

36 scenarios created by various Wolfenstein authors, including me, rereleased to the public.

**Awesome Resurrection 2**

36 more scenarios created by various Wolfenstein authors. Awesome Resurrection 2 has been featured in MacAddict magazine and Macintosh magazines in Europe.

**Awesome Resurrection 3**

An enormous collection of 110 scenarios as well as a story and cheats!

**Awesome Resurrection 4**

40 more scenarios created by various Wolfenstein authors.

**WolfenPC**

10 sounds from the PC version of Wolfenstein 3D ported to the Macintosh.

**Compact Maps Set 6**

One-level scenarios with levels taken from Castle Wolfenstein and Temple of Doom.

**Custom Graphics Pak 1**

A collection of graphics for WolfEdit.

**The Ghost of WolfAddict**

Scenario demos from the now-deceased company WolfAddict Software.

**Wolfenstein Around the World**

A collection of scenarios from Denmark and Japan.

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