

Crimson Kahnage

A Wolfenstein Scenario
by
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The first installment of the New Frontiers Scenario Set



Crimson Kahnage – 2021!

Crimson Kahnage was first released on Christmas Eve, 2001. It was met with a warm reception from the Mac community, and I received a number of encouraging comments from several designers and Wolfenstein enthusiasts whose opinions I really valued. Combined with positive comments from my testers, I was pleased with the release. This original release, version 1.0, was never updated. Until now.

Along with the positive comments I received at the time, I did receive some comments about the difficulty of version 1.0. The original release of this work was tough, particularly later on, and the difficulty is at times uneven. There are points where the game asks a lot of you, and penalises you heavily if you make even a single mistake. This is fun for certain types of players, but this style of gameplay doesn't appeal to all. I think it's particularly interesting that I never heard of anyone, save my testers, actually finishing the scenario. So far as I know, the furthest anyone got with the official release was the penultimate level. It's possible to read too much into a lack of response, but I have always taken this to maybe indicate that the original release was a touch too difficult.

It is now 2021. To celebrate 20 years since the original release of this scenario, I have put together a new version of it. I have gone through the scenario from top to bottom. Through careful testing, I have made the scenario a little easier, and smoothed out the kinks in the difficulty curve. I believe the scenario is now much fairer, and should be much more approachable for most players. There are more supplies, slightly fewer enemies to fight, and secrets are easier to find. The odd little bug and graphical glitch have also been fixed. Overall, I think the experience is a lot more fun now.

In updating this scenario, I tried to make any alterations as small as I could. Level geometry has been almost untouched, as has level flow. I have tried to keep the feel of all the levels as close to the originals as possible, while making them fairer overall. The changes are small enough that, if you're aware of the original, I hope you might not notice them at all, at least at first! But perhaps later on, when you're wondering why the fights seem easier, you might remember this little introduction!

The documentation that follows has also been updated in a similar fashion. The text has been made easier on the eye, and a little easier to read, while maintaining as much of the colour of the original as I am able. Level information should be more useful now, and the story is written in a much better format. But the overall content remains, underneath, largely unchanged.

It didn't seem fair to go through this scenario without adding some new content. So, hidden away in this work are five secret levels for you to find. None of these levels have been published before. They are mix of unpublished material from the early 2000s, and new material I have written this year. The levels are interesting, and worth tracking down. The entrances are scattered throughout the scenario, so keep your eyes out. If you remember

some odd inactive elevators from the original, you might want to start by looking there!

I want to thank two people. Clubey was a huge influence on the original release of this scenario. He gave me much advice and encouragement, and was instrumental in inspiring me to get this work finished. I don't think this scenario could have existed without his support.

I'd also like to thank serpens and Nexion, of the MacenWolf project, who helped inspire this new release. I have been meaning to make a new release of this scenario for some time, but it wasn't until I came across MacenWolf that I realised that there is still an audience out there for Mac content. And it was interesting discussing some of this material with serpens, the PC community, and the remainder of the Mac community after all this time. I wish the MacenWolf project all the best for the future! This new release might not have existed without you!

Finally, since this information isn't present in the original readme, I should point out that the graphics for this scenario were taken from several sources. Some were taken from community graphics packs but, as was the custom at the time, some were taken from the works of other designers. Artwork has been used that was originally used in scenarios by Laz Rojas, Jon Wigand, and Clubey. Since I didn't have the Commercial Release at the time I was designing this, the various variations of the first boss level in the Second Encounter are actually taken from level 3-4 of Yohei Sasaki's excellent scenario 'More! & More! Wolfenstein'. Go and play it if you don't know it. It's really rather fun!

The background image on the title screen is a picture of the Upshot-Knothole Climax nuclear weapons test, which took place in Nevada in 1953. The background image on the title screen of The Phriggian Era is taken from 'Master of Orion II: Battle at Antares', published on the PC in 1996 by MicroProse, and on the Mac in 1997 by MacSoft.

Crimson Kahnage also comes with one new sound. This doesn't alter the gameplay much but, if you want to use it, and you're using the Mac version of Wolfenstein, you'll need to follow a few steps. If you're running this on a PC, this should all have been sorted for you already!

First, create a copy of your Wolfenstein application, which you'll use to play Crimson Kahnage. Open the scenario in ResEdit, and copy the 'snd' resource over into the copy of your Wolfenstein application. In that copy, you'll also need to delete the 'csnd' resource with resource number 166. Now, when you play the scenario, a very special enemy will have something new to say! This sound was taken from scenarios written by Laz Rojas, and also used in works by Jon Wigand and others.

Finally, many thanks to everyone who has played my scenarios over the years, and all those who have given me feedback. Your support and encouragement always kept me going. Thank you all! And to all those designers out there, keep working! There might not be many people actively designing right now, but there are one or two, and there are more players out there than you might release! Keep working towards your dreams, everyone!

I hope you enjoy this scenario!

If you have any questions or comments, or would like to discuss Mac Wolfenstein, do feel free to get in touch with me. You can reach me at the email address below:

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How New York Burnt in Nuclear Flame

The world never really recovered from the events in America on 11th September, 2001.

For the next six years, America fought dozens of military campaigns throughout the world, in an aim to destroy the blight of terrorism. From old Yugoslavia to Israel, the armies of that great world power fought. They even struck close to home, with the brutal attacks in Brazil, after a link had been found that implied they had close links with the remaining conspirators of the September Bombings.

After all of this, America never did truly regain her old sense of a passive observer.

The world recoiled in shock from such a dreadful attack for a couple of years. However, once it became clear that no retaliation would be taken place, many governments stopped being so supportive of the seemingly endless round of wars. In particular, a rift began to grow among Europe and America. Spurred on by the discontent of Europe and her allies, eventually much of the world began to speak out against America's actions. European papers came up with their own, brutal description of the wars: the 'Immoral Crusade'.

Thankfully, there were voices of restraint from the major powers in Europe. While America's actions were condemned, Europe was well aware that the country had suffered a huge moral blow in the Bombings. The country needed to restore its national pride, and there were many behind the scenes that tried to encourage the great power to seek the restoration of its fortunes in other, less violent ways.

But restraint could only last so long. On 23rd October 2003, American troops entered Mexico, rounded up a large number of people of Arabian descent living in the capital, and held them for questioning regarding suspected support of violent insurgents by the Mexican government. However, before any charge could go against them, or any official investigation begin, there was a terrible tragedy.

One of the officers who was left to guard the compound where the prisoners were being held shot his fellow guards and ignited a major gas main. This destroyed the entire complex, killing almost everyone inside, including himself. The man was identified from video feeds before the explosion destroyed the connections. Foreign media outlets leapt on the story, and discovered that the man had had a history of treatment for violent mental disorders. A famous television station dug deeper, and discovered strong ties to several extreme fascist organisations during his teenage years. This concerning history should have stopped the man from being able to get such a position in the military. And yet, somehow, he had managed to bypass or thwart a whole host of government checks to get his position.

It stank of corruption. Many in Europe couldn't help but assume it was a cover-up by the American Government. Many governments were enraged by the incident. Of them all,

France was the most vocal, having sadly suffered several blows itself about the same time. A small but significant portion of those killed had been French citizens, visiting as part of a research conference. Riots sprang up in France shortly after the event, driven by extreme nationalistic groups. The French police reacted quickly but, sadly, more people died. One of those killed was none other than the famous war hero B. J. Blazkowicz, who was killed when a riot broke out in a military parade in Lille.

Seeing such dissent on its own streets, the French government was compelled to take action. France took their concerns to Brussels, and did its best to move the great wheels of European power. It wasn't very difficult. To America's surprise, and great regret, Europe split from NATO, and passed a boycott on American goods.

To America, still only just recovering from the crisis of five years before, and the costs of multiple wars, this was a disaster. National confidence plummeted. The market fell to its lowest level in decades.

Things were beginning to look very bad for the country. America needed to do something to restore national confidence, and quickly, or the situation could move from bad to worse. The leaders of the group in power decided that all that could be done was to face an old, bitter enemy.

On New Year's Day 2006, America sent troops into Iraq. Four months of vicious violence commenced, heavily condemned by the European Parliament. America lost thousands of men and women, and yet only made slow progress into the country.

The war did, it seem, somehow restore America's self-confidence. The stock market began to recover, and American imports, no longer accepted in Europe, found an unexpectedly strong market in the former Soviet Union.

But the recovery was short-lived. In a tragedy too great for words, New York burnt in nuclear flame on 1st April that year. Not even the highly advanced Star Wars project was able to prevent the calamity. Some suspected terrorism, pointing the finger at the Arabs, some ethnic minorities, or Muslims. The president, however, thought differently. Clouded by hatred of the boycotts, he squarely blamed Europe. By this time, he had surrounded himself with loyal supporters, people who did nothing but agree with his views. And so it was not difficult for him to find his advisors supporting him when, in a mad fit of rage, he launched a nuclear warhead against London.

The American public would no doubt have spoken out against such a move, had they been consulted. Even the president regretted the decision after the moment of anger had passed. But it was too late. London burned. War was declared. Dozens of warheads were aimed and fired at all the major weapons installations in America. And, of course, America responded with missiles of her own. Amidst all of this, the people of Iraq took their chance, and launched a nuclear warhead at Washington D.C..

The destruction of such an important civic centre moved the war up a gear, into violence against all reason. The nuclear war spread across the globe like wildfire. So great was the inferno that even conventional nuclear bunkers failed. In the space of only a few days, most life on earth had perished. Humanity was dead.

Or, almost dead. For there were some survivors ...

How Kahn managed to take over Earth

For many thousands of years, a vicious frontier war was waged between the people of the Layphid Species and the people of the Krimni.

The Layphids were a relatively quiet people, but incredibly advanced technologically. The Krimni, on the other hand, were a tribal race of roaming warriors, desperate to engulf any species they encountered. They picked up powerful technologies from the races they conquered. The Krimni were more aggressive and more numerous than the Layphids, but lagged far behind technologically. The war had been raging for centuries and, while there was little progress for much of that time, it was clear that the Krimni were slowly losing ground. If nothing was done, in a few centuries, they would have to concede defeat.

The leader of the Krimni, Kahn the Oppressor, decided it was time for a new approach. They needed greater weapons to counteract the advancing Layphid lines. Krimni scientists toiled for decades, both on stolen technologies, and on advances of their own. But nothing was found that was more efficient than the weapons they were using. The Layphids were well aware of the Krimni efforts in weapon-development, and spared no opportunity to mock them. Scathing broadcasts by the most senior Layphid official, the Dermuda, were frequently beamed into Krimni space.

However, while making a detour through the Sol system, the Krimni had a stroke of luck. They saw a huge explosion on the surface of the Earth, made by a weapon of incredible destructive power. The Krimni had seen one of the final blows of a great war on Earth: the destruction of Hiroshima.

The devastating weapon was reported back to Kahn, who decided this technology would be vital in securing Krimni victory. According to widely held beliefs in his own society, the best way to do this would be to simply conquer the planet. He ordered another scoutship to scoot by Earth and pick up a human subject with which he could gain more information about this ingenious race.

The ship returned with a infamous human that had apparently been in hiding, and who simply gave his name as Adolf. He described in great detail the ideals and accomplishments of human race, particularly its universal ideal of fascism. He went into great detail about the symbolism of the peoples of the Earth, including the hooked cross symbol that was worshipped by all. And he held nothing back when he discussed human government. Not least, he mentioned how the Earth was united under one leader, the bearer of the great ideal of Nazism.

This sparked off an idea in the heads of Khan's advisors. They proposed a quiet invasion that would not be noticed by the Layphid. This would be achieved by using holographic materials to project onto the invading Krimni the images of the elite government of Earth. This would include duplicates of the great leader, as reverently described by Adolf, who was apparently simply referred to as 'Herr Hitler'.

And so the Krimni went to work on their holographic projections. The work was technically very demanding, and the project took many decades to reach completion. Along with reproducing images of government officials, whole complexes were built to scale, designed to be taken to Earth piecemeal on a fleet of huge ships. These complexes would allow the invaders to quickly place bases on the Earth's surface, establishing a power base almost immediately.

However, they took so much time making these careful preparations that, by the time they

eventually arrived on Earth, they were several decades too late. Nazism had been all but eradicated for over 60 years. And, despite the best preparations of the Krimni, their holographic projections were far from perfect. The images moved clumsily, and their warriors had too little preparation to perform adequately in Earth's complex political systems. The bases were chaotic, and heavily lacking in sensible architectural design. Adolf's suggestions and descriptions had not always been terribly lucid.

The mission might have failed, were it not for events that preceded their arrival. For, when the Krimni arrived, the Earth was dead. It had been silent for two years. Somehow, the great race of humans had been destroyed. Kahn, having spent all this trouble to replicate the likeness of the human species, was furious.

But he was also shrewd. He knew he had to make the best of a bad situation. And so he settled Earth. He sent the very best of his scientists to the planet. To show the importance of the place, he even moved there himself. Following his lead, millions of Krimni flocked to Earth, doing whatever could be done to unravel the mystery of the great Earthly weapon.

What the Krimni had not counted on, however, was that there were still some humans left. Of all humanity, only a small group of five scientists survived, protected only by the extreme depth and heavy shielding of their neutrino detector. Luckily, the detector had been connected to a long disused nuclear bunker. While this was breached during the war, enough of the supplies were sufficiently uncontaminated to allow the researchers to survive for many years.

Almost a decade passed. The Krimni grew no closer to developing the weapon. But radiation levels began to die down. And the surviving humans were beginning to run out of food.

One of their number, Alan Hollbrooks, took the risk of finally leaving the shelter. What he found shocked all his companions. Outside the bunker, he found a ruined world, but one ruled by aliens in obvious holographic disguise. Knowing little about the details of humanity's last great war, the scientists came to a consensus that war had really been started by the aliens. They couldn't survive much longer on their own, but perhaps they could learn about their captors, and beg their mercy.

Alan disagreed. He had seen the aliens firsthand, and felt sure they would grant no mercy. Disagreeing with his colleagues, he felt that there was only one thing that humanity could do now: take revenge. And so, he took a simple pistol from the weapons sector of the bunker, and set out in a foolish attempt to 'save' the Earth.

What will happen if he does not succeed? More importantly, what will happen if he does?

Enemies

"They proposed a quiet invasion that would not be noticed by the Layphid. This would be achieved by using holographic materials to project onto the invading Krimni the images of the elite government of Earth. This would include duplicates of the great leader, as reverently described by Adolf, who was apparently simply referred to as 'Herr Hitler'."



Hitler Youth

Modelled on the uniform of the more senior members of Hitler Youth, these creatures are everywhere. Something seems to have gone awry with their holographic models, however, as these move very slowly. Alone, they are easy prey. But don't let that put you off your guard! They can be quite deadly in packs.

Modelled on the Gestapo, the carriers of raw fear in Nazi Germany, these troops were Kahn's main hope of persuading the people to follow his rule. Wearing the black uniform that inspired terror in so many hearts, and carrying a machine guns and bullet-proof vests, these are tough foes to take down.



Gestapo



Elite S.A. Officer

Modelled on the elite end of the S.A., the propaganda militia of Germany, these officers are fast and furious fighters. Their projectors are set so that they move at incredible speed. These troops are numerous, and very dangerous. They can kill you in seconds if you get careless. If you see signs of the S.A., watch your back.

These are the remnants of the poor souls who survived the nuclear attacks in their breached bunkers. Over the years, they have mutated into hideous forms, and many of them seem to have been warped to Kahn's ways. Their main weapon is surprise, as they are completely silent. Especially on the surface, keep an eye out for these. You never know when they might strike.



Mutated Human



Krimnos?

No-one is exactly sure what these are. They may be a figment of Adolf's imagination, brought to life as Earthly animals by Kahn. Alternatively, they may be the Krimni in their true form. Whatever they are, they are relatively simple prey. However, they can easily eat up much ammunition, and are surprisingly vicious when they attack in packs.

Bosses

"The Layphids were a relatively quiet people, but incredibly advanced technologically. The Krimni, on the other hand, were a tribal race of roaming warriors, desperate to engulf any species they encountered."



These floating robots can be found just about everywhere around Kahn's domain, especially on the mothership itself. They are cheap to build, but are thankfully only have moderate defences. Programmed with the German language, they are not too tough on their own. However, as you progress, you will encounter them in larger and larger numbers. In big packs, these robots can be a nightmare.

Security Robot 1.5

Luckily, these machines are relatively rare in Kahn's workforce. They are expensive to build, and yet boast less firepower than the later editions. But don't let their rarity fool you. These robots pack a mean punch, and are much more resilient than the Type Ones. They also have a tendency to surprise careless intruders. These robots are often solitary creatures, but when they work in larger numbers, they can work real havoc.



Security Robot 3.4



Security Robot 5.8

These robots are very, very deadly. Unfortunately, they are not uncommon, particularly around Kahn's mothership. Thankfully, they are still much less common than the Type Ones. They have an incredible arsenal, being equipped with dual chain guns and plasma launchers. If you see any of these robots, attempt to avoid them at all costs. They can kill a human in one burst of fire, and it will take the strongest weapons to defeat them. They rarely attack together but, when they do, your best option is to destroy one and run!

Modelled on the Führer himself, these enemies are harder than they may at first seem. They are as quick as anything and, while apparently carrying little in the way of armaments and defence, somehow manage to be almost as resilient as the Type Fives, and pack much more firepower than the the Type Ones into a much smaller space. These holograms become increasingly common the closer you get to Kahn. However, luckily for you, they detest working together. Don't be fooled by these holograms. They are tough fighting machines!



Führer Hologram



Kahn?

There are pictures of this mysterious face hanging on many of the walls near Kahn's central command station. We can only assume that this is the being known as Kahn, who is controlling the entire operation. With all the holographic technology displayed by the Krimni so far, we can assume that there will be clones, but we hope that these clones will be relatively rare. Whatever happens, keep on your guard. Watch out for this creature at all costs!



"He ordered another scoutship to scoot by Earth and pick up a human subject with which he could gain more information about this ingenious race. The ship returned with a infamous human that had apparently been in hiding, and who simply gave his name as Adolf."

Floor 1 - Caverns

1-1: This is the relatively simple first level, starting from the very moment Alan exits the Bunker. Be careful of the Hitler Youth lying in wait at every turn, and keep a close eye out for a secret that is vital to your progress. The level exit is in the only place in the tunnels that contains something useful.

1-2: This level is easier than the first. Deviate from the path to find useful supplies. You'll want to pick up a machine gun right away. Be sure to search every inch of the tunnels to find the gold key! Once again, the exit is hidden somewhere where there is something particularly useful.

1-3: This level is harder than what's gone before. The S.A. can take off a lot of health very quickly, and they can sometimes pop up out of nowhere. You will have to explore carefully, as the silver key is hidden somewhere quite unexpected. Once again, the exit is hidden in the most likely of places, but you might have to check a few marked walls before you find its location!

1-4: This is the final level of this floor, where you can enter one of the Krimni complexes. The level is simple once you find your way in, with a straightforward layout. However, it also contains your first encounter with a Type One, so be on your guard!

Floor 2 - Kahn's Fortress

2-1: This level is very easy, and should pose no difficulty at all if you have come this far. There are supplies at every turn, and these will help prepare you for the battles ahead. Useful secrets abound. Don't get too careless, however, or you might succumb to an ambush!

2-2: This is another simple level, one that shouldn't pose too many problems. You may even be able to complete it simply by using the knife alone. I have one word of advice for you: all that glitters is not gold. If something is made obvious, it is not always the best route to take!

2-3: This level is also fairly simple, but it contains a few trickier sections with the S.A. near the end. Keep your eye out for secrets here. They will give you plenty of supplies, helping you stock up for the future. In the final rooms, make sure you have prepared your flamethrower!

2-4: This is a level made by my sister. The layout is not complicated, but don't let that fool you into thinking the level is easy! Try not to use up too much ammunition here, as it will become more important later on. Also, be sure to look for an important secret, one that will top up your health before the next level!

2-5: This level looks mean on the surface, but is actually more reasonable than it first appears. Still, it's a sign of what's to come later on! As soon as you enter the level, run for one of the two doors in front of you. You'll meet a band of S.A., but at least you'll be mostly unharmed. This level relies greatly on patterns and symmetry. All secrets are marked, and are one block away from a corner wall. Use this information wisely! But be careful. Not all secrets in this level are friendly.

2-6: This level is relatively simple. The earlier portions can be dealt with quickly using short bursts of the flamethrower. However, be on your guard, because you'll also have your first meeting with a Type Three. Use all the supplies given to you liberally, and remember that some of the best places to fight bosses are large, open spaces. As a little Easter Egg, there is a subtle homage to Hitler's Gymnasium in this level. See if you can find it!

Floor 3 - The Inner Depths

3-1: This level can quite difficult if you approach it carelessly, or if you move too slowly! To get through the first few rooms, you'll need to run. Remember that doors take some time to open, but that you can back up into a safe space while this happens to avoid getting sniped. There are three ambushes later on, from humans, Hitler Youth and the S.A., so make sure that you watch your back. It's worth spending a bit of time looking for some secrets in this level. They are filled with plentiful supplies, which will help stock you up for what's coming next!

3-2: This level is short, but challenging. It could almost be called a boss level. You'll be faced by a large number of enemies in a small space. Before you venture anywhere, equip a powerful weapon. Then, venture into the corridors. Try to stay at the end of one of these as long as you can, since the supplies will help. Eventually, however, you'll need to move. Try to move around the corridors first, to lure enemies out into spaces where you can meet them easily. It's best to avoid going into the larger rooms until you've dealt with most of the opposition! Once you've found the gold key, the rest of the level is fairly straightforward. There's one secret here that has a decent reward, but it's well guarded!

3-3: When you start this level, make sure that you have a powerful weapon at the ready. As soon as you're discovered, you'll be attacked from all directions by a large group of S.A.. Thankfully, this level is much easier after the start. Not least, it has plenty of supplies, so you don't need to be too frugal. Still, since the opening is tricky, it might be a good idea to save your game before starting this level!

3-4: This level also has a slightly tricky opening. It's best to start off with a particular direction in mind. It's easier to fight the enemies when you're out of the initial set of doors! As before, there are plenty of supplies, so you afford to take a few hits. Remember, not all secrets are marked by a wall graphic, but some can be inferred from their position on the map. However, you should be careful. Not all the secrets are as good as they might first seem!

3-5: This level is starting to increase the pace of the game somewhat. It is set in two stages, one exploratory, and one more action orientated. Both contain a boss. The first is a Führer Clone, and the second is a Type Five. Keep on your guard, especially as there are plenty of humans waiting to ambush you in the centre of the level. The boss in the first section is well hidden. If you can't find it, try looking in the northeast of the map. There's plenty of

ammunition in the complex at the top of the map, but you'll need to get there to make use of it! The boss in this complex is hidden in a marked secret area. Don't let it surprise you! Also, don't forget to stock up after you've got the silver key. You'll need ammunition for your trip into space. Once you're done, head to the shuttle and set the autopilot to take you to the Mothership!

Floor 4 - Mothership

4-1: This level is quite short, but has some tricky moments. Try to deal with every last Hitler Youth in the docks before you proceed. Check thoroughly! They have a habit of popping up everywhere. Once you've gone through the first hallway, you'll find a crossroads. Be careful of ambushed S.A! The pillars keep them in dangerous positions if you keep still, but you can lure them out with a few quick dashes into the centre of the room. There are two different ways to get the gold key, but both require finding a marked secret. Don't be too greedy in the secret areas! If you let yourself be led down the garden path, you might meet a Type Five that could easily be avoided.

4-2: This level dials up the difficulty a little, and sets the tone for the rest of the ship. You can't just rely on cautious play, now. You have to be bold, too! There are two ways to get the gold key. The northern path deals with faster enemies, and the southern path with slower enemies that take more ammunition. I think the northern path is slightly easier. Once you get past the gold key door, run! You'll face an entire unit of Type Ones here. The best approach is to dash for the door on the opposite side of the loop to where you enter, picking up health as you need it. There's plenty of ammunition and health behind your target door, and you can deal with the Type Ones from there. Be careful of the other doors. There's a whole army of S.A. behind them, and they tend to get everywhere when they're activated. With frequent trips to the ammo room, you can deal with them. The silver key is hidden behind a marked secret, but you might need to search inside the secret itself to find what you're looking for!

4-3: This level looks a lot harder than it actually is. It's actually fairly reasonable, especially if you find the supplies hidden in the walls, and in the optional secret areas. To pass the gauntlet hallway, you don't need to take out all the enemies. You can actually get past by only taking out some of the humans. If you dash into the room to open the door, duck out again, and run to the door once it's open, you can avoid racking up too much damage. In the final section, all secrets are marked, but perhaps not in ways that will always be obvious at first glance! Otherwise, this level is fairly generous with its supplies. That's to repay you for the previous level!

4-4: This is one of my favourite levels in the game. It consists of a simple theme that is repeated several times with small variations. It shouldn't pose too much difficulty if you've got this far. All you really have to worry about are single Type Ones, and there are quite a few supplies scattered throughout the level. However, make sure you're ready for a gruesome trio at the end! In order to get to the lift, remember to look for marked secrets. The placements of secrets tend to follow a pattern, so try to look in those places you'd expect a secret to be!

4-5: I only really have one important thing to say about this level: curiosity killed the cat. There are several tricky fights here, but you don't have to activate them all. There are three different ways to get the gold key, and some are easier than others! Try not to use up your supplies too early in this level. You'll need them for the hardest fight of the bunch, which is right near the end. You should be alright if you make careful use of the hallways. In order to find the exit, you'll need to find a marked secret. If you keep your eyes open near the end, you'll find another secret area that leads to some decent rewards. But some of these

rewards are carefully guarded!

4-6: This level can be tricky if you don't keep your eyes open. There are a number of very important secrets that are packed with supplies. These are all marked, and they make the level much easier! Be aware that I have sometimes experienced crashes looking down the corridor at the very top of the level when it is full of enemies. You can avoid that by opening the door, shooting to activate the guards, and ducking back into the main part of the level. The guards will be perfectly happy to come to you! Also, it may help you to know that objects can be walked through if a secret wall passes over them. This should help you reach the end of the final corridor!

4-7: This level is short, but dangerous. It's full of Type Ones, most of which are faced in close quarters. There are also several rooms that are full of enemies, but do not progress the level. However, exploring is still worth your while! There are several important supply caches in this level, one of which is behind a marked secret. The courtyard area is best dealt with by luring the enemies back into the narrow hallways. Keep powerful weapons close at hand while doing this. Type Ones can turn up quickly, and they might surprise you if you're not being careful!

4-8: This level starts out relatively easily, but don't let that fool you. The level is setting you up for the real challenge, which is behind the gold key door. If you have your rocket launcher equipped when you open the door, you may be able to take out some of the opposition immediately with some well-placed shots. Things will get a little more difficult if you let the Type Ones escape into the gallery area, so try to use the opening and closing of the locked door to your advantage. Once the main threat is out the way, however, there is plenty of opportunity to recover before you leave. If you're diligent, you can even find a way to stock up on your missiles, and once again fleetingly meet a Type Three. To reach the lift, you'll need to find the silver key. This is hidden earlier in the level behind several marked secrets.

4-9: This level contains no battles with any bosses beyond Type Ones. Rather, your challenge is to face the whole level at once! Every enemy in the level is activated as soon as you shoot, and they'll start to track you down. Move quickly to avoid getting swarmed, but try to be careful, too. The level geometry guides some enemies into places where they can ambush you. If you suffer from the Power PC problem, it is probably best to secure the first building you come across, as it contains many doors. This will also net you the gold key, so it's a good place to start regardless! There are secrets hidden in this level, but only behind the locked doors, where the pressure on finding them is less. They're worth searching for, since they'll help you stock up before moving to the next floor!

Floor 5 - Krimni Central Command

5-1: This level is one of my favourite levels of the game. It follows a simple structure, slowly increasing in difficulty as the player progresses. It particularly rewards observant and creative players. Dealing with the bosses in such tight confines can be difficult. Don't worry too much about backing up through several rooms if needed. Good locations to tackle the bosses are in series of rooms connected in a straight line. If all else fails, you can lure them out into the open area at the start of the level!

5-2: As soon as you enter this level, run for the nearest door. You may lose quite a bit of health at first, but the supplies near each door will heal you to reasonable levels. This level has four quadrants, and you'll be rewarded for each one you visit. Each contains a silver key. But the exit can only be found in one of them. You'll need to search behind a marked secret.

5-3: This level is fairly easy if you use your more powerful weapons, and use the supplies carefully. There's a marked secret that will help you a little if you find it, too. There are quite a few enemies, but they can be dealt with by luring them into the narrow corridors. Don't be afraid to give a quick rocket blast into a room when you first reach it. A few well-placed rockets can deal with many enemies, and help save on the rest of your ammunition.

5-4: This level begins with a set of choices. Behind one of those doors is a Type Five, and indeed almost every other boss in the game, but it is only the two key that will lead to the exit. You may want to stop when you find these keys. But if you keep looking, there are other prizes on offer, including an Extra Life. The supplies behind the gold key door are really important! The exit lies behind the silver key door. However, you'll yet again face an entire unit of Type Ones, and in a tricky situation. It can be difficult to time, but if you destroy a Type One standing in one of the airlock-style doors, you can jam it open. This helps immensely! The lift is behind a marked secret. But beware. Just because you have found a secret, it doesn't mean there won't be a battle behind it!

5-5: This is another of my favourite levels in this game. It consists of a dizzying array of many fake lifts and patterned secrets. The path through the level is convoluted, but shouldn't be too difficult to follow if you look carefully. The silver key is very well hidden, and you may not even be able to see it at all! Remember, you need not attack every enemy in a level, especially if you are several steps away from a locked door. Keep a careful eye out at the end of the level. The correct lift is both marked, and indicated by something similar to the general pattern for placement of secrets in this game. Choose wisely, or you may find yourself faced with more Type Fives than you'd prefer to meet!

5-6: As soon as you enter this level, turn around and pound the lift panel. You'll be taking heavy damage, so don't hang around! There is health in the walls, and behind the secret, which will help you. Otherwise, this level is fairly simple. Secrets are all marked, and are worth finding. This level also features a rare battle with two Führer Clones. If you deal with them without letting them out, you should have easier time of things. Why the Extra Life at the end, you ask? It's to help you with the next level!

5-7: This level is tiny, but tough. Try to get through the opening passage quickly, to avoid the S.A. spilling out too much into the docking area. Powerful weapons will help you here. The silver key is hidden in the docking area, behind a marked secret. Don't press for the exit right away. There are supply caches here that will help you. In the main shuttle is a secret leading to another unit of Type Ones. Remember, you already have the key, so you just need to get past them! If you destroy a few of them, you can run past the remainder and get through the locked door. The more you destroy, of course, the easier it will be! After this, you'll finally fight Kahn himself. Or is that really Kahn? Either way, during the battle, he transports himself down to the surface. Time to get back into your shuttle and follow him!

Floor 6 - Surface

6-1: This floor is a little different than the others. You're exploring a ruined town, looking for the key that will let you follow Kahn underground. You'll be going up and down buildings, and so will see the same level numbers several times. You'll be walking through the town streets three times on this floor, and each time you will have something new to do. On this occasion, you'll be attacked by a unit of Hitler Youth. But don't let them distract you. Far more dangerous are the mutated humans who lurk around the buildings, waiting to silently ambush you. The exit this time is in the prison, on the west side of the map. To reach it, you'll need to find two marked secrets. This time, it's impossible to get 100% on all the level's stats. Don't worry, though. You'll be coming back to this level soon enough!

6-2: As with many levels in this floor, this level is short, but crowded. Watch out for humans waiting to ambush you! There are two important secrets in the first room that will keep you stocked up on supplies. To progress, you'll need to find several secrets, but these are all marked. You don't need to get too close to the Type Ones. It's best to deal with the humans in the room with the tables before looking for the secret there. Otherwise, they have a nasty habit of sneaking up behind you when you enter the final hallway!

6-3: This level starts off with a nasty battle in close quarters. Be sure to equip powerful weapons to quickly deal with the humans. There's a secret in the lift itself that will make your life much easier. The following rooms contain both active and ambushed humans. Once you enter a room on one side of the corridor, you'll activate some of the humans on the other side. They'll try to attack you from behind. However, some of the humans will only attack you when you enter their room. They'll try to surprise you, so keep on your guard! To proceed, you'll need to find a marked secret. This leads to a battle with a Führer Clone. Be careful in this room, as the boss may have some hidden Type Ones to help him! Once you've got the gold key, be sure to go back to the locked doors earlier in the level. These contain plentiful supplies, and will help you stock up for what's to come.

6-1: This level has the same geometry as before. However, you now start in a different location, and your gold key allows you to visit somewhere new. Act quickly when you start this level, as there is a human in the lift with you! There is some health hidden in the walls of the lift if you get damaged. The gold key is also hidden in the lift; you've effectively taken it with you from the previous level. The exit is the Restaurant Éclair, which is in the centre of the map. You've already dealt with the Hitler Youth, but more humans have come into town. So watch out for silent ambushes! There are still some supplies in town if you look for them. As before, you can't get 100% on the level's stats this time around. You'll need to wait for another visit!

6-2: This level revolves around a big battle with a large group of humans, and rewarding secret area. Once you pass the gold door, be sure to visit the room to your left. This contains important supplies that will help you in the following room. The room opposite the gold door contains a large number of humans, so equip powerful weapons before entering. Don't charge in! There's an ambush here with plenty more humans, so be wary. Explore the side rooms carefully, since humans sometimes wait in them to surprise you. The secret area is marked, but it's well protected! It's up to you to decide if it's worth looking for.

6-3: This is the shortest level in the game, but it packs a punch. You'll make things much easier if you find the secret in the first hallway. It's loaded with supplies, and gives you some extra space to fight. The meat of this battle involves fighting two Type Fives. Try to do as much damage as you can while they're still in the big room. If they get out into the corridor with lots of health, they can end up trapping you. Try not to run into the big room until you're ready. There's a welcoming committee waiting for you, featuring enemies that rarely fight you directly. Remember that you don't have to fight every enemy in this level. All you need is the silver key!

6-1: This is your final visit to the streets of town. Since you now have both keys, you can finally get 100% on all this level's stats, should you want to. The exit is in the large building to the east, but it would be worth your while exploring first. You can now visit the entire level, and there are more supplies waiting for you. There's a cache you previously haven't been able to access in the building to the north, which includes an Extra Life. You might want to save that until just before you leave! There are yet more humans on the streets, so keep on the lookout for ambushes. The final building contains quite a large battle, but it's fairly simple if you use the locked door as cover. There's a reward in the room to the south, but it's well guarded. The lift is well guarded too, but remember that you don't have to fight

everything. If you're quick, you can activate the lift before anything in the room shoots you! Try to reach the lift with high health, if you can. You'll need it for the next floor! You might want to save before you enter the lift, because the start of the next level is rather tricky ...

Floor 7 - Below the Earth

7-1: As soon as this level starts, push the wall in front of you. There is health in the walls, and behind the secret, to help you if you're attacked by the Type Three. You'll need to move quickly for the first few rooms, so have your powerful weapons ready. Once you get into the pillar room, look for a marked secret immediately. And look again in the corridors that secret leads to. You're looking for two very important supply caches. Once you find them, you can return to deal with the enemies chasing you. The pillars block missiles and flame, so you may need to use your gatling gun. However, you should be able to lure the Type Five into the corridors, where you can use more powerful weapons. You can pick up the gold key either from the Type Three – you can reach past the pillars to get it! – or from a secret if you know where to look. You don't need to destroy all the enemies in the room beyond the gold door. If you focus on taking down a good proportion of the gestapo, you should be able to rush through the room without taking too much damage. You'll be healed in the next room. But this room also contains some tricky ambushes, so be careful! If possible, activate the ambushes independently. This level contains several fake lifts that will set you back, so be wary before using a lift. Keep your eye on where you end up – you might want to reload! If you pay careful attention, there is an indication that shows which lift is the one that allows you to progress.

7-2: This level opens with a tricky battle in close quarters, so have your powerful weapons ready before you open the lift door. Try not to get cornered! You can always move out of the lift if necessary. Once you have the gold key, you're taking another trip through twisty tunnels, much like those that started the game. Only this time, the enemies are harder! You'll occasionally meet ambushed Type Ones, too. Caverns are often dangerous, so avoid them if you're not looking for a battle. There are several caches of supplies behind locked doors, particularly to the north. Don't be fooled by the lift behind one of the gold key doors. It's a trap, and contains an ambush that can be tricky if you're not expecting it! The exit is behind the silver key door. Once you've fought the enemies in this room, you may want to visit the supply caches before leaving. There's a particularly helpful cache to the southwest.

7-3: Be careful when you start this level. Once you've passed the rooms containing the health, you'll awake large numbers of S.A. in a whole suite of rooms that loop around the level. If you stay in the room where the S.A. are activated, you'll have a difficult time of it. While it might sound odd, the best approach is actually to storm into the loop of rooms, dispatching the S.A. with powerful weapons as you come across them. The exit to the loop is to the east, but I suggest working around the whole loop before moving on. The S.A. tend to get everywhere, and you don't want them attacking you from behind later on! Once you've left the loop, there are secrets with two important caches of supplies hidden in the long corridors. These will help you with the boss battles that follow. Remember that even bosses can be ambushed at this stage of the game!

7-4: This is one of the longest levels of the game. The design is highly symmetric, made up of four quadrants that have almost the same structure. You only need to visit three of them to get the key you need to leave. This key is hidden behind a marked secret in the southwest. But you'll need to pick up a gold key from the southeast first. There are several rewarding secrets in this level, but also a lot of battles that can drain your supplies, particularly in the northwest. So only go exploring if you can afford to do so. You don't want to go into the following level light on supplies!

7-5: This is actually a whole set of levels. The first four versions are all variations of 1-3 of the Second Encounter, reproduced directly from the description of Adolf himself. Each version increases in complexity, and each requires finding marked secrets. To help you, all the secret areas you've found in previous versions can be found in subsequent ones. You'll often need to backtrack through secret areas in order to progress. There are plenty of supplies dotted about, particularly if you search carefully. Each level has an Extra Life found in the same place as in the Second Encounter's 1-3, but the path to get to it differs each time. Can you find it in every iteration? You'll need to find several different lift locations over the course of this set of levels. Each level ends with a fight with Kahn. However, if you're quick, or careful, you can run around him and escape using the lift instead. This can help preserve your supplies for later on.

After you have completed all of the variations, you will be faced with the true level 7-5. This level is tricky, featuring several of the challenges you'll have faced in floor 7. Have powerful weapons equipped from the start, since the opening room contains a tricky fight in a tight space. Past the gold key door, you'll want to move quickly to deal with the S.A. several rooms away. But don't rush in right away – there's an ambush waiting for you behind the door that you'll want to deal with carefully. Once you've passed the room blocked off by barrels, don't take the first door immediately. The next door leads to a secret with a vital supply cache. You can then deal with the battle behind the gold key door. There's a nasty ambush here, so be careful. Remember, you don't need to destroy all the bosses. You only need one key! Once you've done this, you need to find the lift. But which one is it? Almost all of the lifts will send you back, but one allows you to progress. You may be able to find the lift by careful reasoning, but here's a hint if you're having trouble:

The correct lift can be found by taking the lift that is the most difficult to enter.

The Final Floor - Kahn

? - ?: You may have to blink twice to actually believe that this is the final level. At first, it may look like you've been sent back to a previous level. But there is a small graphical tell right at the start that should indicate that you're actually somewhere else. The location of the silver key has moved. It's now hidden behind the only enemy that is duplicated in the first section of the level. The silver key door leads to the fight with Kahn, but he's disguised, and he has many Type Ones to help him. Be patient, and keep fighting them. Use all your weapons, and stock up in the supply cache to the north when needed. Remember that ammo vests fill up all your ammunition, but not if you're at maximum. It will take Kahn some time to emerge, and you may need to duck into the boss area several times to lure him out. But he'll come eventually. Once you've destroyed his holographic shell, you'll finally be able to fight him. Good luck on the final battle of the game!

The Secret Floor - Behind the Veil

8-1: Congratulations on finding the secret floor! In these levels, you'll get a chance to look into a strange mystery surrounding the Krimni and their invasion. This is a puzzle level. It contains several lifts, but all but one loops you back to the level's beginning. To progress, you need to explore the level, and find the clues that will lead you to the real lift. The most important clue is behind the silver key door. But you'll need to find marked secrets to the east, north and south before getting there. Lifts can be hidden inside walls, so you may not be looking for a tile that doesn't look like a lift panel!

? - ?: You're back in a previous level, but in an area you couldn't access before. Try to find the supply caches first before exploring any suspicious areas. There are a few powerful bosses waiting to ambush you, and you want to be prepared! You can get back to the

main level through a marked secret. The exit is in the same place you can find it in the original level.

8-2: This is actually a level ported over from the sequel to this game. This level is highly symmetric. To progress, you'll need to find two secrets. One is in the starting room, and one is further north. There are plenty of supplies, and several rewarding secrets in this level, so it's worth exploring thoroughly. Be careful of ambushes in the lifts!

? - ?: You've returned to another previous level. It starts a little easier than before, since most of the foes have gone. But then, so have most of the supplies. The exit is in the same place as it was before, but it's guarded by slightly tougher enemies this time. Remember, you don't need to fight every enemy if you already have the keys you need!

9-9: Don't be silly. There can't possibly be a level 9-9 in this game. If there were, it would be really well hidden. Before you leave, be sure to check your map for a little message. If you make it all the way to end, there's a special surprise for you. The final fight may look impossible, but you can make progress with a little time and patience. Remember that you can lure enemies behind locked doors if you don't want to fight them!



"The mission might have failed, were it not for events that preceded their arrival. For, when the Krimni arrived, the Earth was dead. It had been silent for two years. Somehow, the great race of humans had been destroyed."

Wolfenstein Links

Sadly, many Wolfenstein websites have long since become inactive. However, copies of several of these sites can still be visited through the Internet Archive:

<http://www.archive.org>

The first scenario listed below can be visited this way. Both this and the following website were hosted by designers who were a particular inspiration to me at the time.

<http://www1.linkclub.or.jp/~clubey/> – Clubey was a hugely important developer in the later years of the Mac Wolfenstein community. To begin with, he created a number of fantastic, innovative scenarios, all of which have stood the test of time. In addition, he wrote a host of smaller works packed with innovative design and engaging gameplay. Clubey was instrumental in keeping the community together at a time when it was beginning to die down. His support of new developers, including myself, was invaluable. His online discussion group, the Wolfenmania Plaza, was a hub of interesting discussion, and provided an excellent place for designers to share their work. But, to round it all off, his website is especially impressive. It contains a wealth of information about all things relating to Wolfenstein. And not just Mac Wolfenstein. He goes further, looking into different incarnations of the game on different platforms. The website contains a huge amount of information on all sorts of topics, all of which has been carefully researched in Clubey's characteristically high level of detail. Notable are the sections giving advice to players, and his collection of obscure scenarios, which is second to none. We have Clubey to thank not only for much of the good work done in the early 2000s, but also for much of the Mac Wolfenstein material that has survived to the modern day. Do go and have a look through this website. It's well worth your time!

<http://lazrojas.com/wolf3d/> – Laz Rojas needs little introduction. He was one of the biggest names in the Mac Wolfenstein scene, designing many large conversions, not to mention dozens of smaller works, along with ports of scenarios originally written for Wolfenstein for the PC. Laz's huge output, and consistent high quality, was a testament to just how much one designer could achieve. He was an inspiration to many of us in the community. Do stop by this page for some examples of his excellent work!

<http://clubs.yahoo.com/clubs/wolfenmac> – Sadly, this group can no longer be visited, although diligent archivists have preserved its message logs, and uploaded them to the Internet Archive. I would like to thank all the members of this group, and of the related Wolfenmania Plaza, for their support and encouragement, and for the kind words many sent me about my work. Both communities were a great source of interesting material, and were

a real inspiration to me. Thank you to all who were involved!

Developing

Before I began working on this scenario, I generally had the impression that designing a large-scale conversion could only really be done by very experienced designers. I wasn't confident in my skills, either as a designer, or as a player. And yet, when I started thinking about this work, and got stuck into it, ideas came thick and fast. It wasn't too long before I had a whole slew of levels, and level ideas, to play with.

One thing that came out of this experience for me is that artistic work of any sort – be it game modding as in this case, or anything else – really just needs courage and motivation. Everyone has to start somewhere. If you have confidence in yourself, you might be surprised by what you can achieve. If you hold yourself back from making something because you don't think it will be good enough, the chances are that you'll never start your work, and your ideas will remain locked in your head. And that doesn't do your imagination justice!

So, if you have ideas for an artistic project right now, please do me a favour. Make something of them! Try realising your ideas, and put pen to paper, or open an editor, or jot down your first few words. Sure, your first few attempts may not be to your liking, but be sure to stick at it. By persevering, your work will get better and better, and eventually you'll end up with something you can be proud of. And if your work isn't as good as the best designers out there, don't worry about it! It's not your job to be better than them. It's your job to provide something unique and interesting, something only you could have made!

After all, when I first started playing Wolfenstein scenarios, I never thought I'd ever be able to produce something on a large scale. And yet, several years later, I produced this scenario. While I'm sure it does not match in quality, it at least provides as much material as many of the great scenarios in the Mac community. This was done simply through experimentation, and having confidence in my abilities.

So, if you have an artistic project in mind, go ahead and experiment! If you trust in yourself, and keep honing your skills, chances are you'll end up with something interesting in the end. And something interesting will always find an audience, even if it's a small one!

Timed Levels

This scenario was not designed from the outset to have a heavy focus on par times. For my part, I am a player that tends to prefer hunting down everything I can find in levels, rather than trying to get through them quickly. However, there are occasions when going through levels quickly can be very entertaining, and I know that many players do enjoy challenges like this.

I have therefore carefully set par times on every level in this scenario. These were designed to be difficult to achieve. Beating some of the par times will require careful thought and strategy. It will often involve using up a lot of supplies, and perhaps taking heavy damage. I therefore don't suggest trying to reach the par on each level consecutively. If nothing else, this might become a frustrating drain on your ammunition! Instead, I suggest trying each level individually, or perhaps only every few levels in a full scenario playthrough. If necessary, you can save at the start of each level, and then progress through the level normally after beating the par. Or, if you'd like, you could use cheats to skip to the level you want to challenge.

Reaching the par times is tough, but doable. And it's good fun! I wish you the very best of luck if you try playing my levels this way!

How this game came about ...

This original ideas for this scenario actually came together as part of a collaboration with several of my friends. We discussed creating a mod for a shooting game, which we called 'Crimson Carnage'. This work would feature the player defending Earth against an alien invasion.

Sadly, this mod never got much beyond those early discussions. We came up with a storyline and a rough idea of what the gameplay would consist of, and one of my friends with an artistic streak drew some concept art for the creatures. But we were daunted by the idea of building the work, and we never got around to realising any of our ideas. Before long, we started talking about other things.

But I remembered our discussions, and ended up creating this scenario instead. The content bares little direct resemblance to the original mod, but there are some similarities in the broader ideas. For example, the bare bones of the storyline are the same: Earth is invaded by the warlord Kahn. Likewise, the player spends some time fighting against robots and mutated humans. The name also stuck, although I could resist the slight modification from 'Carnage' to 'Kahnage'. I have, personally, never liked overly graphic scenarios, or scenario names.

But I wanted to take a moment to thank the friends with whom the ideas for this scenario were born. Many thanks for your discussions! If you ever come across this work, I hope you recognise some of your influence in it, and are pleased that some of our ideas eventually came to fruition!

My views on the events of 11th September 2001

The story for this scenario was written shortly after the shocking terrorist attacks on America in 2001. These attacks, and America's response to them, were very much on my mind at the time. The politics of the situation gave me much to think about. Because of this, I wanted to work some of my thoughts into the storyline for this game. But I was conscious that some of my thoughts might offend. I didn't want anyone to think I was deliberately seeking to attack American actions through my writing, and so I felt it was important to write a little about my thoughts on what was happening at the time. This is a paraphrase of my original text.

I should be clear from the outset. I feel terribly sorry for what happened that day, and for the huge numbers of people who died. It was a tragedy. My story was in no way a prediction of the future when it was written. In some way, the inclusion of the Layphid and Krimni was to make sure that people would read this story as a deliberate work of fiction. I simply extrapolated one possible future from the events at the time, to get to an outcome which could fit in this scenario. But it's all fiction! I do not believe for a moment that America is capable of massacring innocents, or waging war on Europe. And I never expected events to pan out anything like they do in this work.

I feel sorry that the attacks took place, and I think any such action should be condemned. Not least, I have friends who lost loved ones in the attacks. However, I also feel sorry for the terrorists who were driven to such actions, and for those people in Afghanistan who faced a war with America shortly afterwards. At the time, I could see little reason for such a war, save for a morale-building exercise on behalf of America's leaders.

I do not support terrorism, and never have, but at the time I was concerned that America was fighting a war that it could not win. My feeling is that terrorism cannot be destroyed without destroying civilisation itself. There is no way to construct a society, at least that I can see, that does not have some people who, sadly, are discontented.

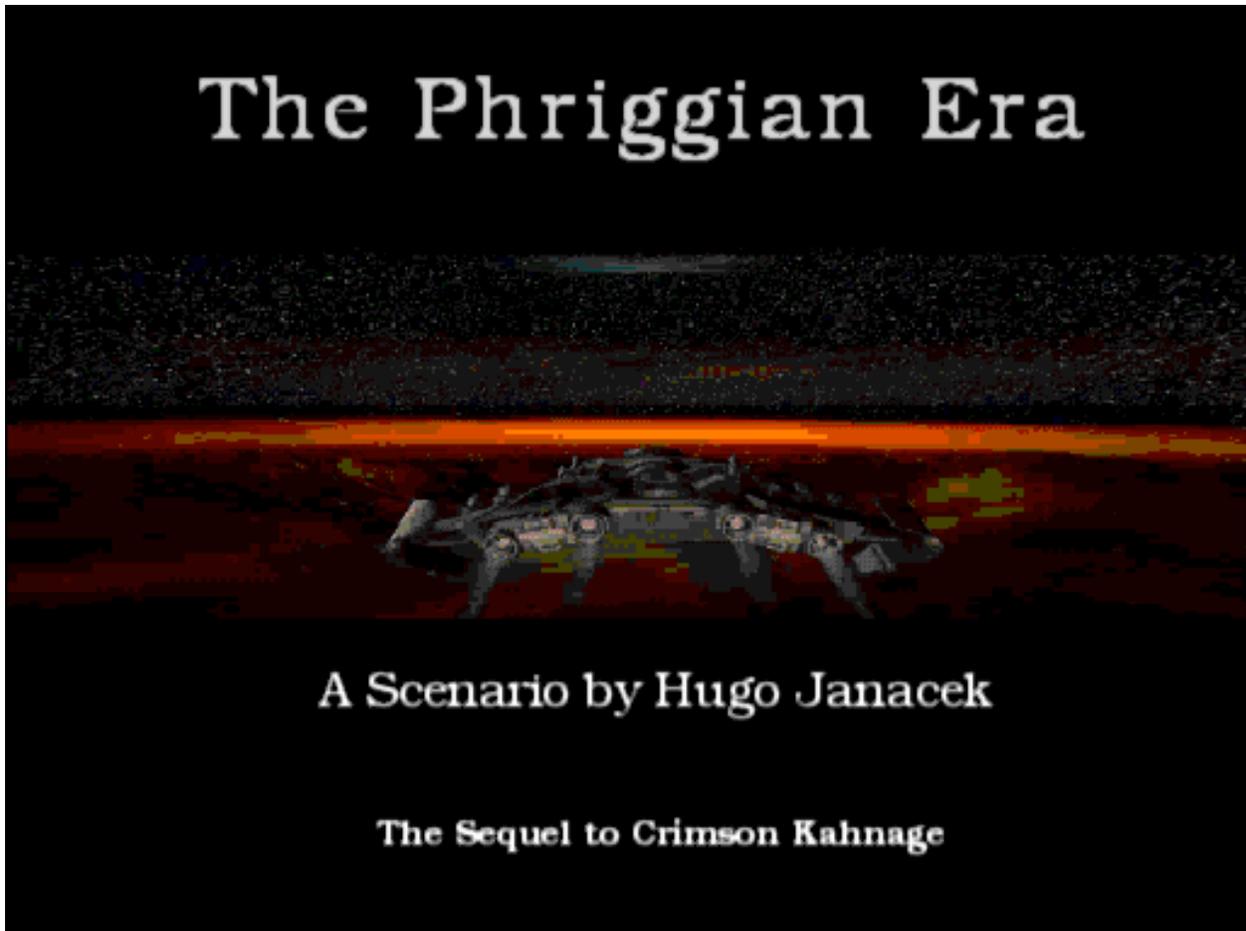
I was shocked by the attacks on America, but I was also shocked to see America retaliate. I found it hard to see how war – rather than careful discussion and attempting to understand the position of the other side – could be the best answer. As I was told from childhood, two wrongs never make a right.

But views on this matter differ. I in no way set out to cause any offence in writing this, or the story of this work. Please accept my apologies if what I have written has offended you. If you would like to discuss this matter further, or to talk about anything related to this scenario, you can get in touch with me at the address below:

nebogipfel@hotmail.com



"What will happen if he does not succeed? More importantly, what will happen if he does?"



Look out for the sequels to *Crimson Kahnage*, *'The Phriggian Era'*, *'Shadowlands'* and *'ReWind'*, coming to a Mac near you!

'Crimson Kahnage', *'Kahn'*, *'Alan Hollbrooks'*, *'New Frontiers'* and *'The Phriggian Era'* are Copyright to Hugo Janacek © 2001-2021

If you'd would like to discuss *Crimson Kahnage*, *The Phriggian Era*, or anything related to *Mac Wolfenstein*, please don't hesitate to get in touch. My email address is the same as it was back when this scenario was first released:

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