

<http://www.replacementdocs.com>

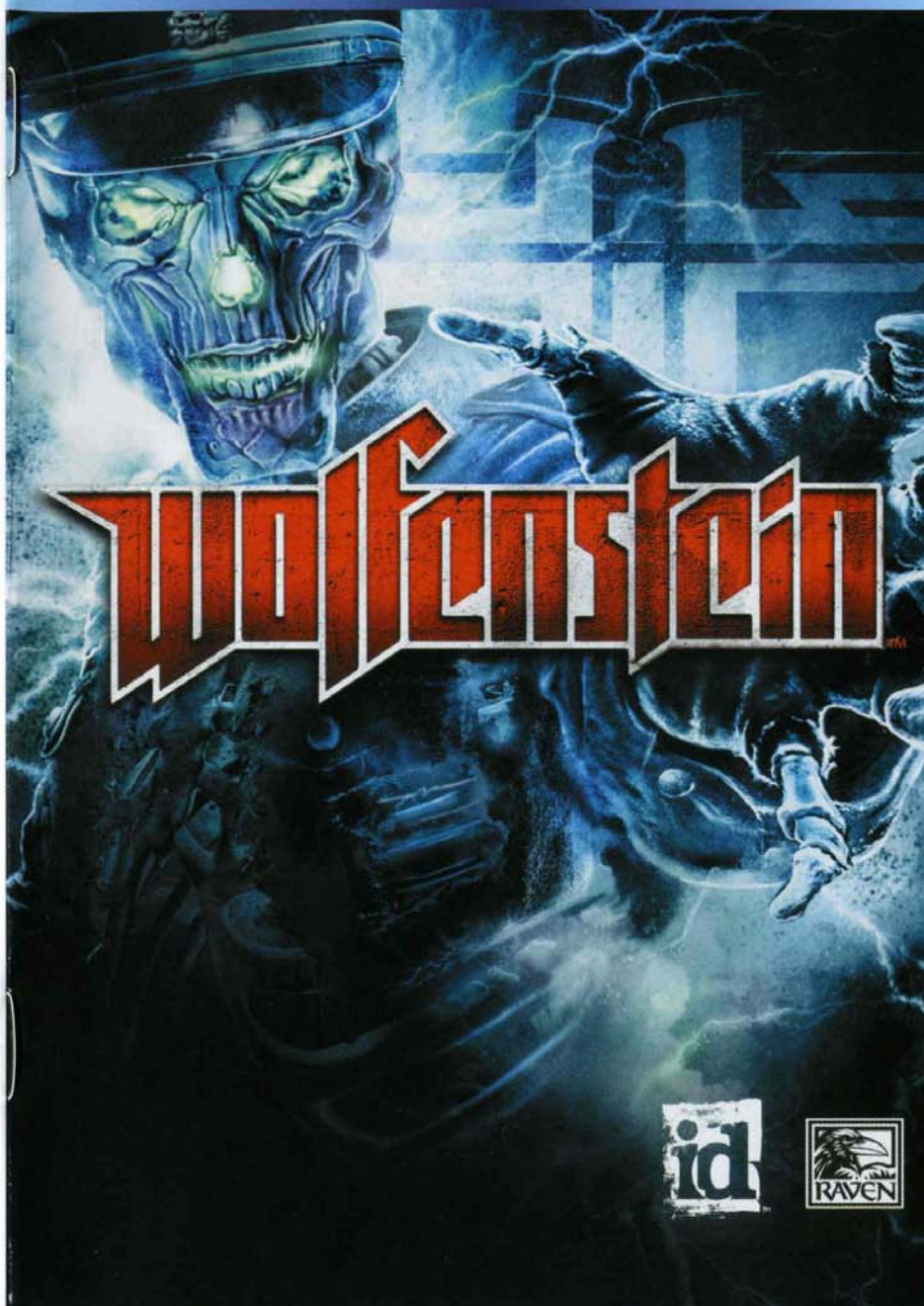


Games
for Windows™

ACTIVISION.
activision.com

Activision UK, Ltd., 3 Roundwood Avenue, Stockley Park, Uxbridge, UB11 1AF

Wolfenstein™ © 2009 Id Software LLC, a ZeniMax Media company. Published and distributed by Activision Publishing, Inc. under license. Wolfenstein, ID and related logos are registered trademarks or trademarks of Id Software LLC in the U.S. and/or other countries. ZeniMax is a registered trademark or trademark of ZeniMax Media Inc. in the U.S. and/or other countries. All Rights Reserved. Activision is a registered trademark of Activision Publishing, Inc. All other trademarks and trade names are the properties of their respective owners. Windows, the Windows Vista Start button and Xbox 360 are trademarks of the Microsoft group of companies, and "Games for Windows" and the Windows Vista Start button logo are used under license from Microsoft. All rights reserved. 33305.260 UK



Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

3+

7+

12+

16+

18+

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



VIOLENCE



BAD
LANGUAGE



FEAR



SEXUAL
CONTENT



DRUGS



DISCRIMINATION



GAMBLING



PEGI
ONLINE
pegionline.eu

For further information visit <http://www.pegi.info> and pegionline.eu

TABLE OF CONTENTS

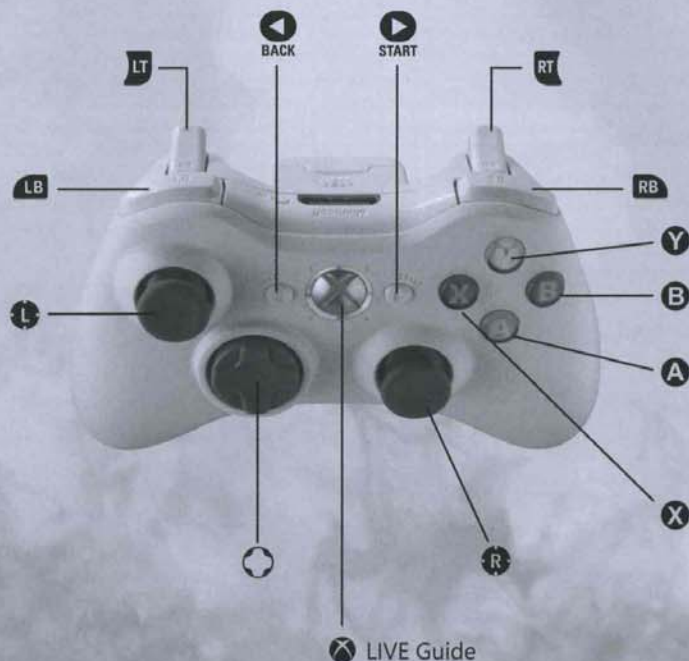
Installation.....	2
Game Controls	2
Default Game Controls	3
Single Player In-Game Display.....	4
Veil Powers	4
Journal.....	4
Saving and Loading.....	5
Multiplayer	5
Credits	7
Customer Support.....	7
Software License Agreement.....	8

INSTALLATION

Insert the installation disc of *Wolfenstein™* into your DVD drive. After a few seconds, the Autorun Menu will appear. Click **Install** to begin the installation process and follow the on-screen instructions. If the Autorun Menu does not appear, you may have Autorun disabled. Double-click on the **My Computer** icon on your desktop. Open the DVD-ROM drive where *Wolfenstein* is located. Double-click on **Setup.exe** to launch the Installer. If you need more information, please consult the Help files.

GAME CONTROLS

Xbox 360® Controller for Windows



FAMILY SETTINGS

Family Settings in Games for Windows – LIVE and Windows Vista® parental controls work together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to www.gamesforwindows.com/live/familysettings.

DEFAULT GAME CONTROLS

Single and Multiplayer

Move	PC Key	Xbox 360 Button
Movement	W, A, S, D	L
Look	Mouse	R
Crouch	C	B
Jump	Spacebar	A
Veil Sight	I or E	
Mire (SP)	4	
Shield (SP)/Class Veil Power (MP)	3	
Empower (SP)	2	
Reload	R	X
Throw Grenade/Graspable	G	LB
Zoom/Iron Sights	Z/Mouse 2	LT
Fire	Mouse 1	RT
Action (context sensitive), Use (SP)/Class Item (MP)	F/Middle Mouse	Y
Sprint	Left Shift	Click L
Melee	V/Left Ctrl	Click R
Quick Change Weapon (SP)	Q	Click RB
Menu	Esc	
Scoreboard	Tab	
Journal (SP)	Tab	
Class Loadout (MP)	N	
Weapon Select Menu (SP)	N/A	Hold RB
Select Individual Weapons (SP)	5-9, 0, -, =	N/A
Previous/Next Weapon	Mouse Wheel	Tap RB
Chat to All (MP)	T	N/A
Chat to Team (MP)	Y	N/A

SINGLE PLAYER IN-GAME DISPLAY



Veil Energy Meter — Shows BJ how much Veil Energy the medallion has remaining.

Veil Medallion — Grants BJ the ability to use the Veil.

Ammo Remaining in Clip — Shows how many rounds/energy left in the weapon.

Ammo Remaining in Reserve — Shows how many rounds/energy left in reserve.

Grenades — Shows grenades remaining in reserve.

Compass — Shows the direction you're traveling in. The Gold Star on the compass shows the way to the next Objective.

VEIL POWERS

You can turn on multiple Veil Powers at the same time so long as you have enough Veil Energy. Toggle Veil Sight to turn off all powers.

Veil Sight — Use the medallion to see into the Veil. While in the Veil BJ gains the ability to see Geists, Veil Energy pools and Veil secrets. In addition, his movement speed is increased. When upgraded he also gains the ability to see enemies through walls.

Mire — Use the power of the Veil to slow down BJ and everything around him. When upgraded, BJ can move in real time, while everything else remains affected. The top rank of Mire will turn enemies within a limited radius to dust.

Veil Shield — Erect a shield of Veil energies around BJ, protecting him from projectiles. Upgrade the shield to bounce projectiles back. The top rank of Veil Shield will disintegrate...

Empower — Infuse BJ's weapon with the power of the Veil to add additional damage with each bullet and penetrate Veil Shields. Upgrade this power to penetrate cover such as wood and stone.

JOURNAL

Press the **○** button on your controller, or the **Tab** key on your keyboard, to bring up the Journal. The Journal contains useful maps, objectives and intelligence and tracks your upgrades and statistics. Also replay missions from the Objectives page.



SAVING AND LOADING

You can load any save from either the Main Menu or the Pause Menu.

Checkpoints — At certain points during and between missions, checkpoints will trigger, saving your progress. Older checkpoints are overwritten by newer ones.

Level Saves — As you progress through the story, persistent saves will remain in the Load screen for the beginning of each level.

MULTIPLAYER

Join either the Resistance or Axis forces in 12-player matches across eight maps. Play as one of three different classes in Objective, Stopwatch or Team Deathmatch modes.

Multiplayer In-Game Display



Veil Medallion — Grants the player the ability to use the Veil; powers vary by class.

Veil Energy Meter — Shows how much Veil Energy remains.

Ammo Remaining in Clip — Shows how many rounds left in the weapon.

Ammo Remaining in Reserve — Shows how many rounds left in reserve.

Grenades — Shows grenades remaining in reserve.

Class Support Packs Remaining — Shows how many satchel charges (Soldier), health packs (Medic) and ammo packs (Engineer) left in reserve.

Objective — Describes the next objective or goal.

Multiplayer Menu

Quick Match — Quickly find and join a match.

Find Games — Browse a list of potential matches. Create a filter to look for certain maps or game types.

Create Game — Start your own Multiplayer game. Choose the game type, map, player limit, time limit, friendly fire toggle and team balancing options.

Unlocks — Purchases Unlocks that upgrade your weapon and abilities in Multiplayer. This option is also available in-game via the Class Loadout / Scoreboard screen.

Options — Set Video, Performance, Sound, Controller or Gameplay options here.

Stats — View your Multiplayer game statistics here.

Getting Connected

Wolfenstein™ requires a broadband Internet connection (e.g., DSL, Cable Modem, T1, etc.). If you connect to the Internet using a dial-up modem, *Wolfenstein* will not function properly.

Creating a Profile

For Multiplayer Mode, the first time you launch the game, you will be prompted to create a user account. Simply select Create User from the login menu and follow the instructions. Online accounts require a broadband Internet connection, unique username, password and your key code (located on the back of this manual). There are three ways to set up an account:

- **Create a new online account** — Select this option if you have not created an account and want to play online.
- **Use an existing account** — Select this option if you already have an online account, but have reinstalled the game or are using a different computer.
- **Create a user for offline use only** — Select this option if you do not have an Internet connection and only want to play offline on a LAN.

Reset Your Password for an Online Account

You can also select **Reset** if you want to reset the password for an existing account. You will need your keycode.

Modes

Team Deathmatch — Battle to the death. Take up arms with either the Resistance or the Axis. Team with the highest score wins the round.

Objective — Help the Resistance complete objectives to thwart the Axis, or help the Axis defend their research and experiments.

Stopwatch — Take turns completing the objectives in this timed mode. The team with the fastest time wins the round.

Classes

Soldier — The Soldier's role is to fight and provide cover and combat support. He has access to the heaviest weapons and is on the front line of the battle.

Engineer — Only an Engineer can perform all Objectives. The Engineer can construct ladders and mounted MGs, throw ammo packs to fellow teammates and plant and defuse explosives.

Medic — The Medic's role is to support the other classes by providing battlefield healing and resurrections.

View your *Wolfenstein* stats online at <http://stats.wolfenstein.com>.

Troubleshooting Internet Play

To play *Wolfenstein* online, you will need a dedicated broadband connection with at least 384k upload bandwidth and 384k download bandwidth. Sharing your network connection among multiple computers or game consoles may reduce your bandwidth and cause instability when playing online. If you are unsure about the bandwidth of your broadband connection, please check with your service provider.

For the best experience, plug your Internet connection from your broadband modem directly into your console, removing any routers. Because of variation in routers, not all routers are supported by this product.

Id Software, Inc. and Activision make no guarantees regarding the availability of online play and may withdraw online services at their discretion without notice.

CREDITS

A game by id Software

Developed by Raven Software

Multiplayer Developed by Endrant Studios

Additional Development by Pi Studios

Additional Multiplayer Development by
Threewave Software Inc., Underground

idTech4™ and Additional Programming

Support by id Software.

Published by Activision Publishing, Inc.

CUSTOMER SUPPORT

CUSTOMER AND TECHNICAL SUPPORT IN EUROPE

Online Services with Activision Forums, E-Mail and File Library Support

We advise for cost efficiency that you use our online web support.

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

Internet: <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem. Note: Internet support is handled in English only.

Phone Support

For any other issues not covered by our web or email support, you can contact Activision's phone support in the UK on + 44 (0)870 241 2148 between the hours of 9.00am and 5.00pm (UK time) Monday to Friday with the exception of holidays. Local rates apply.

Your calls may be monitored

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

PRODUCT LICENSE AGREEMENT

This Limited Use Software License Agreement for WOLFENSTEIN (this "Agreement") is a legal agreement among you, the end-user, and Id Software, Inc. ("Id Software"), and Activision Publishing, Inc. ("Activision"). BY CONTINUING THE INSTALLATION OF THE GAME PROGRAM ENTITLED WOLFENSTEIN (THE "SOFTWARE"), BY LOADING OR RUNNING THE SOFTWARE, OR BY PLACING OR COPYING THE SOFTWARE ONTO YOUR COMPUTER HARD DRIVE, COMPUTER RAM OR OTHER STORAGE, OR, IF YOU ARE DOWNLOADING THE SOFTWARE FROM AN AUTHORIZED ACTIVISION ONLINE RESELLER, BY DOWNLOADING, INSTALLING AND/OR USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS AND CONDITIONS OF THIS AGREEMENT. YOU ACKNOWLEDGE AND UNDERSTAND THAT IN ORDER TO OPERATE THE SOFTWARE, YOU MUST HAVE THE FULL VERSION OF THE ID SOFTWARE GAME ENTITLED WOLFENSTEIN INSTALLED ON YOUR COMPUTER.

1. GRANT OF LICENSE. Subject to the terms and provisions of this Agreement and so long as you fully comply at all times with this Agreement, Id Software grants to you the non-exclusive and limited right to use the Software only in executable or object code form for the uses permitted in Sections 2 and 5 below. The term "Software" includes all elements of the Software, including, without limitation, data files and screen displays. You are not receiving any ownership or proprietary right, title, or interest in or to the Software or the copyrights, trademarks, or other rights related thereto. For purposes of the first sentence of this Section, "use" means downloading the Software from an authorized Activision online reseller, loading the Software into RAM and/or onto computer hard drive, as well as installation of the Software on a hard disk or other storage device, and means the uses permitted in Sections 2 and 5 below. You agree that the Software will not be downloaded, shipped, transferred, exported or re-exported into any country in violation of the United States Export Administration Act (or any other law governing such matters) by you or anyone at your direction, and that you will not utilize and will not authorize anyone to utilize the Software in any other manner in violation of any applicable law. The Software shall not be downloaded or otherwise exported or re-exported into (or to a national or resident of) any country to which the United States has embargoed goods, or to anyone or into any country who/that are prohibited, by applicable law, from receiving such property. In exercising your limited rights hereunder, you shall comply at all times with all applicable laws, regulations, ordinances, and statutes. Id Software reserves all rights not granted in this Agreement, including, without limitation, all rights to Id Software's trademarks including without limitation the trademark WOLFENSTEIN and you agree you are not receiving any right to use any Id Software trademark.

2. PERMITTED NEW CREATIONS. Subject to the terms and provisions of this Agreement and so long as you fully comply at all times with this Agreement, Id Software grants to you the non-exclusive and limited right to create for the Software (except any Software code) your own modifications (the "New Creations") that shall operate only with the Software (but not any demo, test, or other version of the Software, and not with WOLFENSTEIN independent of the Software). You may include within the New Creations certain textures and other images (the "Software Images") from the Software. You shall not create any New Creations that infringe against any third-party right or that are libelous, defamatory, obscene, false, misleading, or otherwise illegal or unlawful. You agree that the New Creations will not be downloaded, shipped, transferred, exported, or re-exported into any country in violation of the United States Export Administration Act (or any other law governing such matters) by you or anyone at your direction, and that you will not utilize and will not authorize anyone to utilize the New Creations in any other manner in violation of any applicable law. The New Creations shall not be downloaded or otherwise exported or re-exported into (or to a national or resident of) any country to which the United States has embargoed goods or to anyone or into any country who/that are prohibited, by applicable law, from receiving such property. You shall not rent, sell, lease, lend, offer on a pay-per-play basis, or otherwise commercially exploit or commercially distribute the New Creations. You are permitted to distribute, without any cost or charge, the New Creations only to other end-users so long as such distribution is not infringing against any third-party right and otherwise is not illegal or unlawful. As noted below, in the event you commit any breach of this Agreement, the license you are granted herein and this Agreement automatically shall terminate, without notice.

3. PROHIBITIONS WITH REGARD TO THE SOFTWARE. You, whether directly or indirectly, shall not do any of the following acts:

- rent the Software;
- sell the Software;
- lease or lend the Software;
- offer the Software on a pay-per-play basis;
- distribute the Software by any means, including, but not limited to, Internet or other electronic distribution, direct mail, retail, mail order, or other means;
- in any manner and through any medium whatsoever commercially exploit the Software or use the Software for any commercial purpose;
- disassemble, reverse engineer, decompile, modify (except as permitted under Section 2 above) or alter the Software;
- translate the Software;
- reproduce or copy the Software (except as permitted under Section 5 below);
- publicly display the Software;
- prepare or develop derivative works based upon the Software;
- remove or alter any notices or other markings or legends, such as trademark or copyright notices, affixed on or within the Software or the Printed Materials (as defined in Section 6 below); or
- remove, alter, modify, disable, or reduce any of the anti-piracy measures contained in the Software, including, without limitation, measures relating to multiplayer play.

4. PROHIBITION AGAINST CHEAT PROGRAMS. Any attempt by you, either directly or indirectly, to circumvent or bypass any element of the Software to gain any advantage in multiplayer play of the Software is a material breach of this Agreement. It is a material breach of this Agreement for you, whether directly or indirectly, to create, develop, copy, reproduce, distribute, or otherwise make any use of any software program or any modification to the Software ("Cheat Program") itself that enables or allows the user thereof to obtain an advantage or otherwise exploit another Software player or user when playing the Software against other players or users on a local area network, any other network, or on the Internet. Hacking into the executable of the Software, modification of the Software, or any other use of the Software in connection with the creation, development, or use of any such unauthorized Cheat Program is a material breach of this Agreement. Cheat Programs include, but are not limited to, programs that allow Software players or users to see through walls or other level geometry; programs that allow Software players or users to change their rate of speed outside the allowable limits of the Software; programs that crash either and/or other Software players, users, PC clients, or network servers; programs that automatically target other Software players or users (commonly referred to as "aimbots") that automatically simulate Software player or user input for the purpose of gaining an advantage over other Software players or users; or any other program or modification that functions in a similar capacity or allows any prohibited conduct. In the event you breach this Section or otherwise breach this Agreement, the license granted to you herein and this Agreement automatically shall terminate, without notice, and you shall have no right to play the Software against other players or make any other use of the Software.

5. PERMITTED COPYING. You may make only the following copies of the Software: (i) if you are downloading the Software from an authorized Activision online reseller, you may copy the Software onto your computer hard drive; (ii) you may copy the Software from the CD ROM that you purchase onto your computer hard drive; (iii) you may copy the Software from your computer hard drive into your computer RAM; and (iv) you may make one (1) "back up" or archival copy of the Software on one (1) hard disk.

6. INTELLECTUAL PROPERTY RIGHTS. Certain printed materials (the "Printed Materials") accompany the Software. The Software, the Printed Materials, and all copyrights, trademarks, and all other conceivable intellectual property rights related to the Software and the Printed Materials are owned by Id Software and are protected by United States copyright laws, international treaty provisions, and all applicable law, such as the Lanham Act. You must treat the Software and the Printed Materials like any other copyrighted material, as required by 17 U.S.C. § 101 et seq. and other applicable law. You agree to use your best efforts to see that any user of the Software licensed hereunder, the Printed Materials or the New Creations complies with this Agreement. You agree that you are receiving a copy of the Software and the Printed Materials by limited license only and not by sale and that the "first sale" doctrine of 17 U.S.C. § 109 does not apply to your receipt or use of the Software or the Printed Materials. This Section shall survive the cancellation or termination of this Agreement.

7. NO ID SOFTWARE WARRANTIES. ID SOFTWARE DISCLAIMS ALL WARRANTIES, WHETHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, AND ANY WARRANTY OF NON-INFRINGEMENT, WITH RESPECT TO THE SOFTWARE, THE PRINTED MATERIALS, THE SOFTWARE IMAGES, AND OTHERWISE. THE SOFTWARE IS PROVIDED "AS IS" AND WITHOUT WARRANTY. ID SOFTWARE DOES NOT WARRANT THAT THE SOFTWARE OR THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE OR THAT THE SOFTWARE WILL MEET YOUR SPECIFIC OR SPECIAL REQUIREMENTS. ADDITIONAL STATEMENTS, WHETHER ORAL OR WRITTEN, DO NOT CONSTITUTE WARRANTIES BY ID SOFTWARE AND SHOULD NOT BE RELIED UPON. This Section shall survive the cancellation or termination of this Agreement.

WARRANTY REPLACEMENTS

ACTIVISION (UK) Ltd., 3 Roundwood Avenue, Stockley Park, Uxbridge UB11 1AF, United Kingdom.

Cartridge Replacement: +44 (0)870 241 2148

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

TERMINATION. WITHOUT PREJUDICE TO ANY OTHER RIGHTS OF ACTIVISION, THIS AGREEMENT WILL TERMINATE AUTOMATICALLY IF YOU FAIL TO COMPLY WITH ITS TERMS AND CONDITIONS. IN SUCH EVENT, YOU MUST DESTROY ALL COPIES OF THIS PRODUCT AND ALL OF ITS COMPONENT PARTS.

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

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

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

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, +1 (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

REGISTER YOUR GAME

for
**DEMOS, BETAS,
HINTS and TIPS**

as well as cool downloads and the
hottest gaming news.

Visit **my.activision.com** and enter the
barcode from the back of your box.

my.ACTIVISION.com

NOTES

NOTES

NOTES

NOTES

NOTES

REGISTER YOUR GAME

DEMOS, BETAS

UNITE TIME

my.ACIVISION.COM