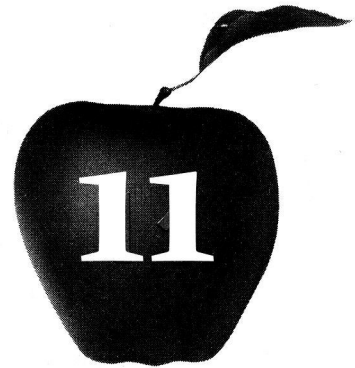


This enhancement works on all Apples.  
It is useful by both cheaters and survivors.



Enhancement

## CASTLE WOLFENSTEIN® ESCAPE MAPS

*Having trouble getting past the lowly rank of buck private? SS troubling you? This complete set of maps and playing hints might be just what you need.*

## CASTLE WOLFENSTEIN ESCAPE MAPS

### How to Create Your Own Escape Maps

1. Two sets of maps are provided. The set with the white borders stays in this book and should not be removed.
2. Carefully cut out ONLY the three pages that have grey borders. Cut first on the dashed line and then carefully trim away all outside gray.
3. Get six sheets of laminating plastic from an office supply or variety store. Separately laminate each of the three cut sheets. Leave a wide border on all four edges. Round all corners.
4. To use your maps, mark on them with a grease pencil, an erasable blackboard felt marker, or an overhead projector crayon. Use suitable symbols for war plans, bullets, uniforms, grenades, SS, bulletproof vests, knockwurst, etc.

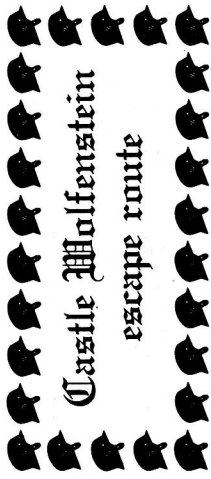




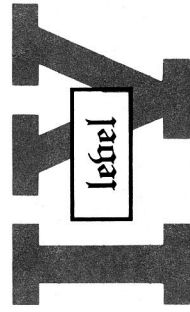


Sams

Sams



Castle Wolfenstein  
escape route



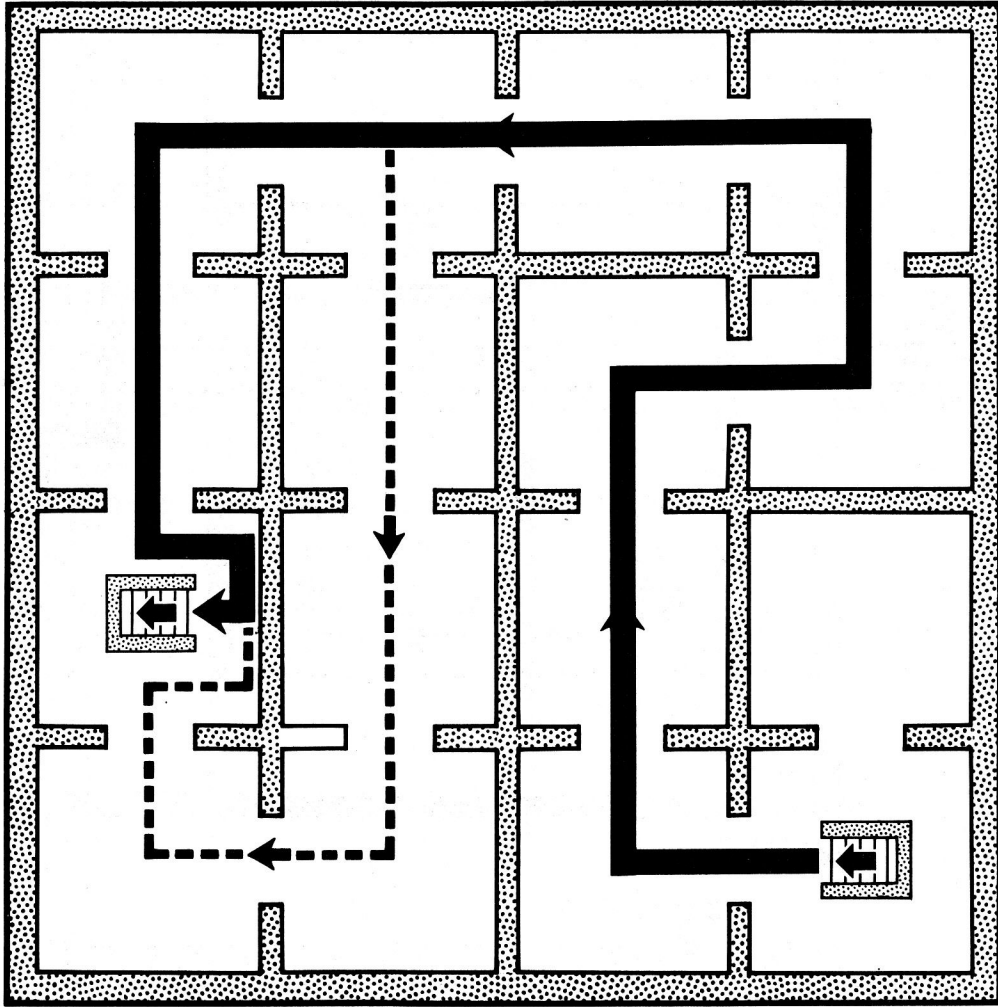
There are two routes through this level. Try the longer route if there are avoidable SS on the main route.



Grenades are best used to provide "shortcuts" through interior walls. You will need one grenade thrown vertically, or two thrown horizontally.

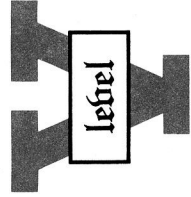


You can hold up a guard without killing him to increase your stock of bullets or grenades. Try this only when SS are not present and when you can easily exit the room.



Sams

Sams



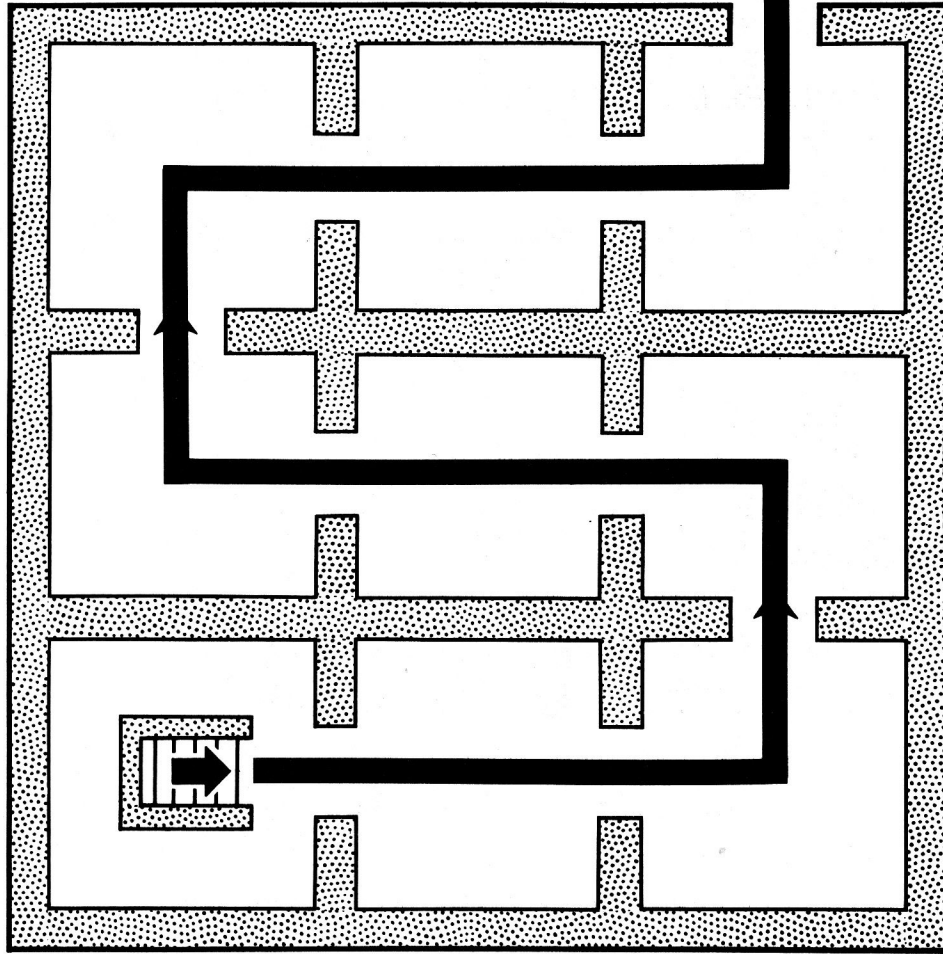
This level requires very little thought. All you have to do is "run the gauntlet" of all nine rooms in order.



Do not exit the last room without the war plans, or you will forever lose the present castle.



Be sure to TURN POWER OFF after your last session. In the real world, Wolfenstein SS have brutally murdered many Vistulaic files!

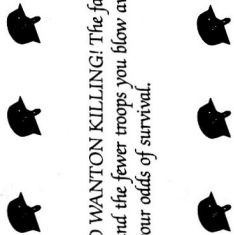


Sams

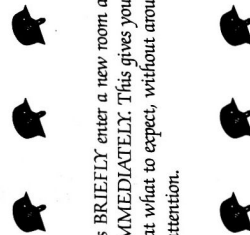


# Castle Wolfenstein playing hints

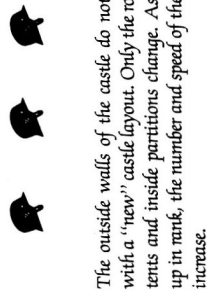
The playing disk is VERY fragile and VERY easy to destroy. Use only your second or third backup copy. Backups can be made by any of the usual methods.



**AVOID WANTON KILLING!** The faster you travel and the fewer troops you blow away, the better your odds of survival.

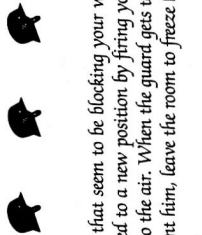


Always **BRIEFLY** enter a new room and then leave **IMMEDIATELY**. This gives you a quick glance at what to expect, without arousing too much attention.

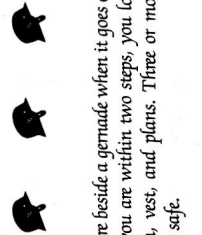


The outside walls of the castle do not change with a "new" castle layout. Only the room contents and inside partitions change. As you go up in rank, the number and speed of the SS will increase.

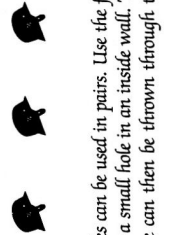
The guards have short memories. If you raise havoc in a room, leave and then return. Regular guards should go back to routine patrol when you do this.



Guards that seem to be blocking your way can be enticed to a new position by firing your gun once into the air. When the guard gets to where you want him, leave the room to freeze his new routine.

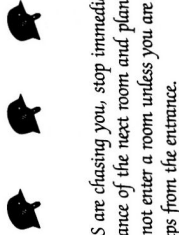


If you are beside a grenade when it goes off, you die. If you are within two steps, you lose your uniform, vest, and plans. Three or more steps away is safe.

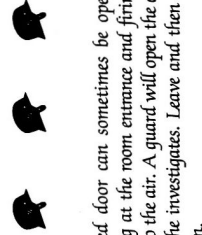


Grenades can be used in pairs. Use the first one to blow a small hole in an inside wall. The second one can then be thrown through the new hole.

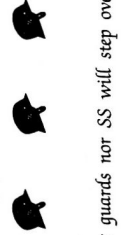
If you can get the drop on an SS, you can steal his vest. If you then leave the room and return, he gets demoted to an ordinary guard on routine patrol. Vest stealing only works on an SS who has not yet decided to chase you.



If the SS are chasing you, stop immediately at the entrance of the next room and plan ahead. SS will not enter a room unless you are at least three steps from the entrance.



A locked door can sometimes be opened by standing at the room entrance and firing your gun into the air. A guard will open the door for you as he investigates. Leave and then re-enter the room.

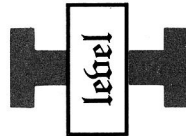


Neither guards nor SS will step over dead bodies.

Sams



Sams



At the very start, nothing happens until you move or aim your gun. So, TAKE YOUR TIME! Wait until the guards are in good positions before you make your first move.

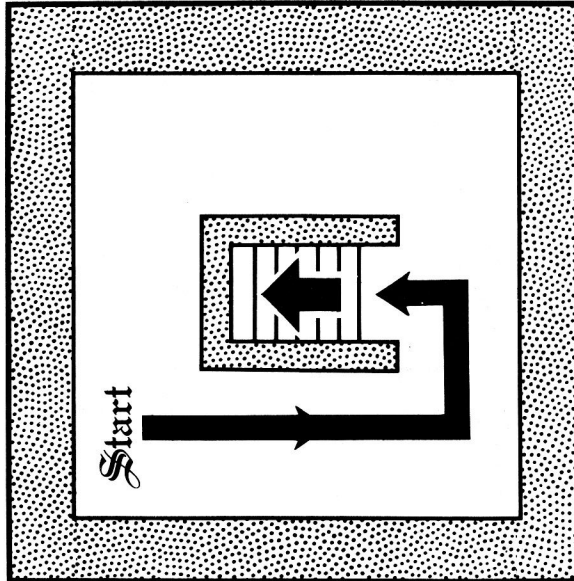


The only way out of this level is up the stairs. If things look hopeless, give up and try again. Your position in the first room is randomized on each replay.



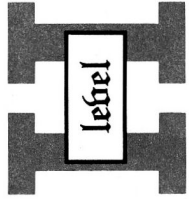
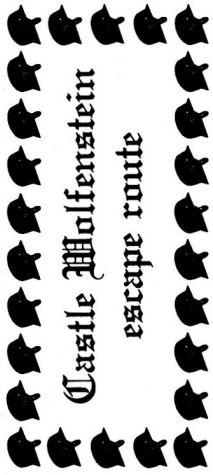
Try not to kill the guards in the first room. Wait until they are out of your path and then run for the stairs. You can later return in uniform and check any chests.

Sams



If you are locked in a closet, fire your gun once at the lock. If the door does not open, wait for a guard to open it for you.

Cut along dotted line. Then cut away all grey.



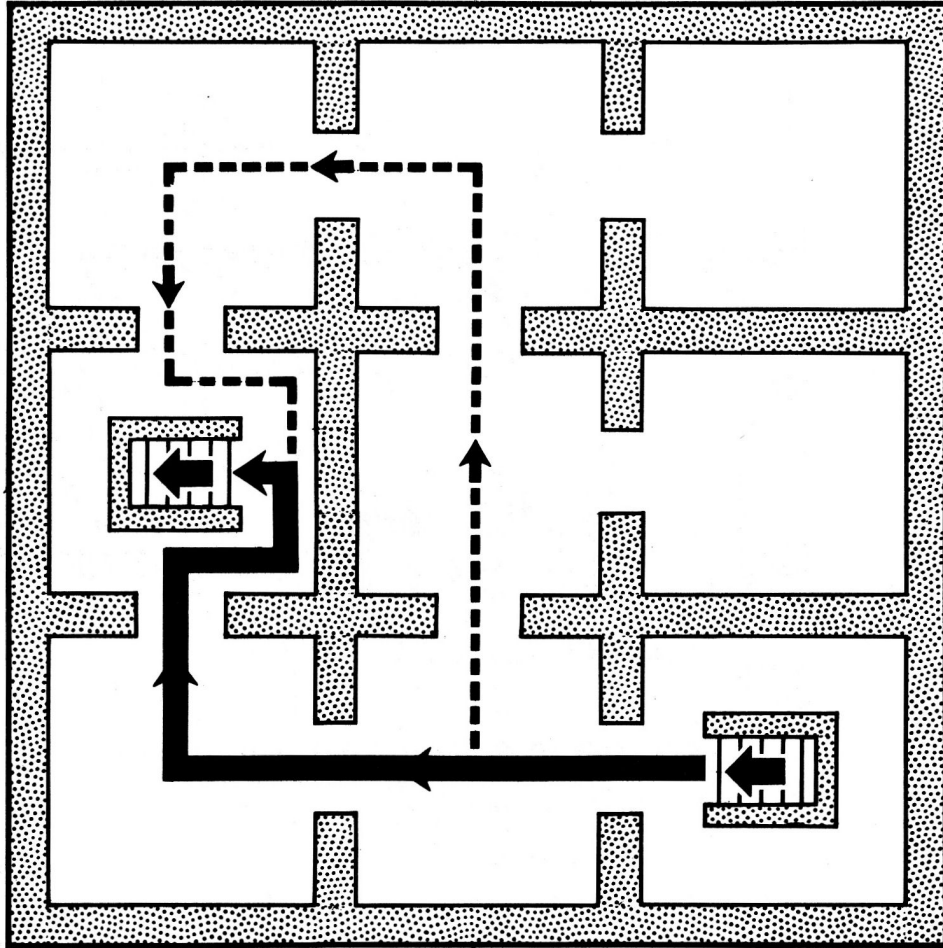
There are two routes through this level. Try the longer route if there are avoidable SS on the main route.



Chest opening time can be sped up by leaning on the IIe spacebar or by using the II+ repeat key.



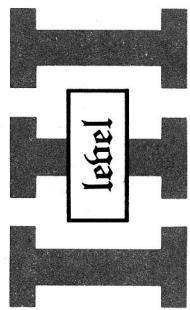
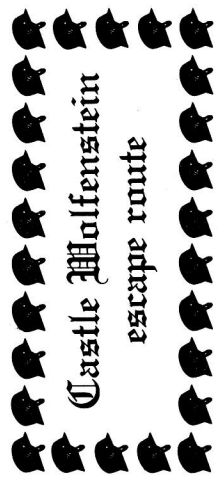
Try not to go beyond this level unless you are wearing a uniform and a bulletproof vest.



Cut along dotted line. Then cut away all grey.

Sams

Sams



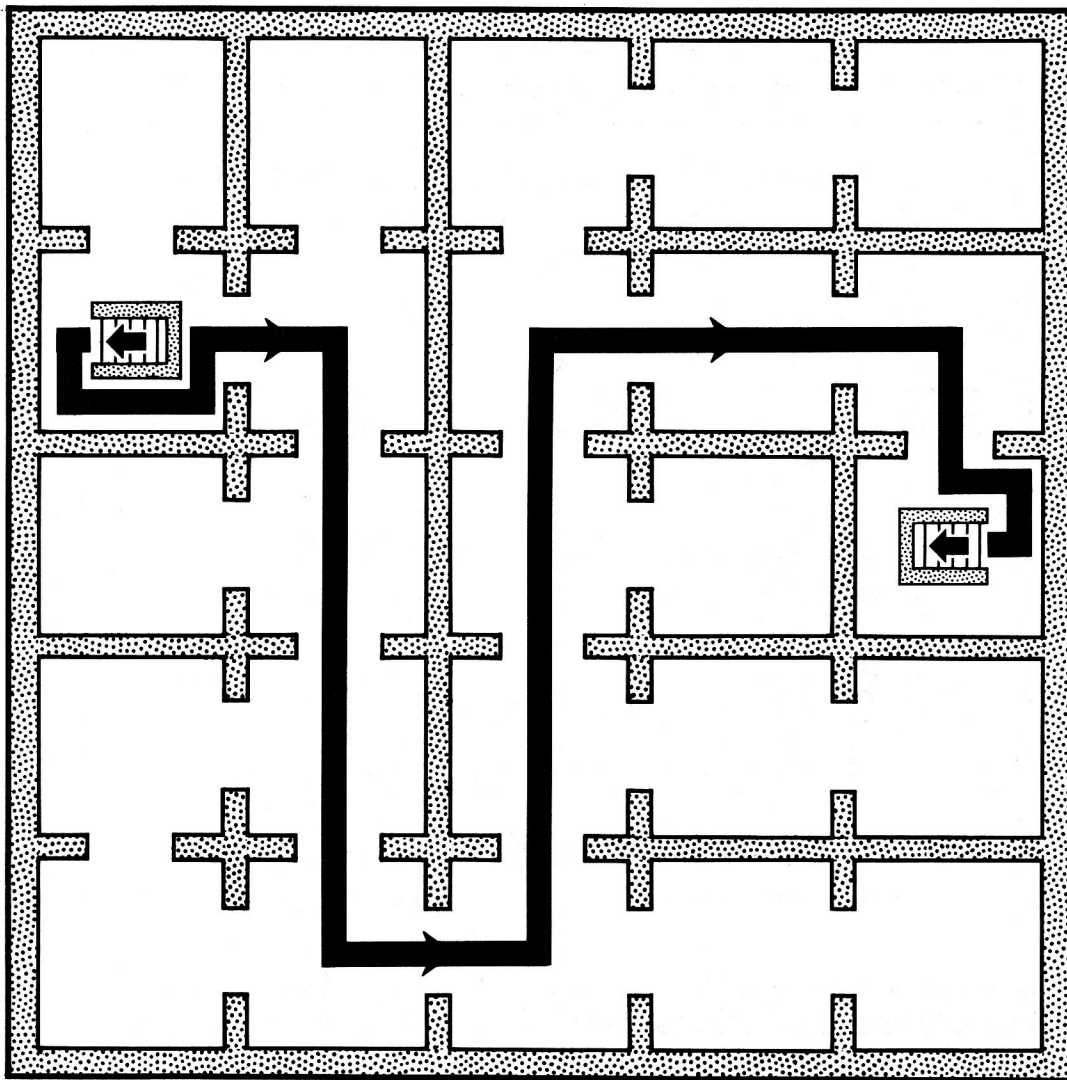
There is only one reasonable way through this level, but that route is twelve rooms long.



Avoid side trips on your first pass through, unless you are in desperate need of something. If you must, you can return later.



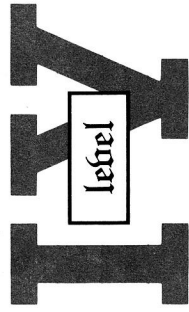
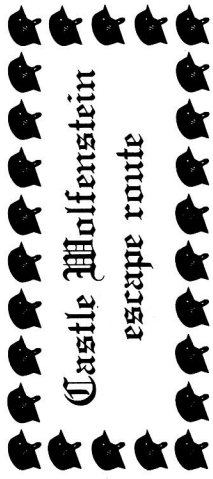
Guards normally will not bother you if you are wearing a uniform and a bulletproof vest, and if you have not drawn your gun. Neither guards nor SS can normally see through walls or partitions.



Cut along dotted line. Then cut away all grey.

Sams

Sams



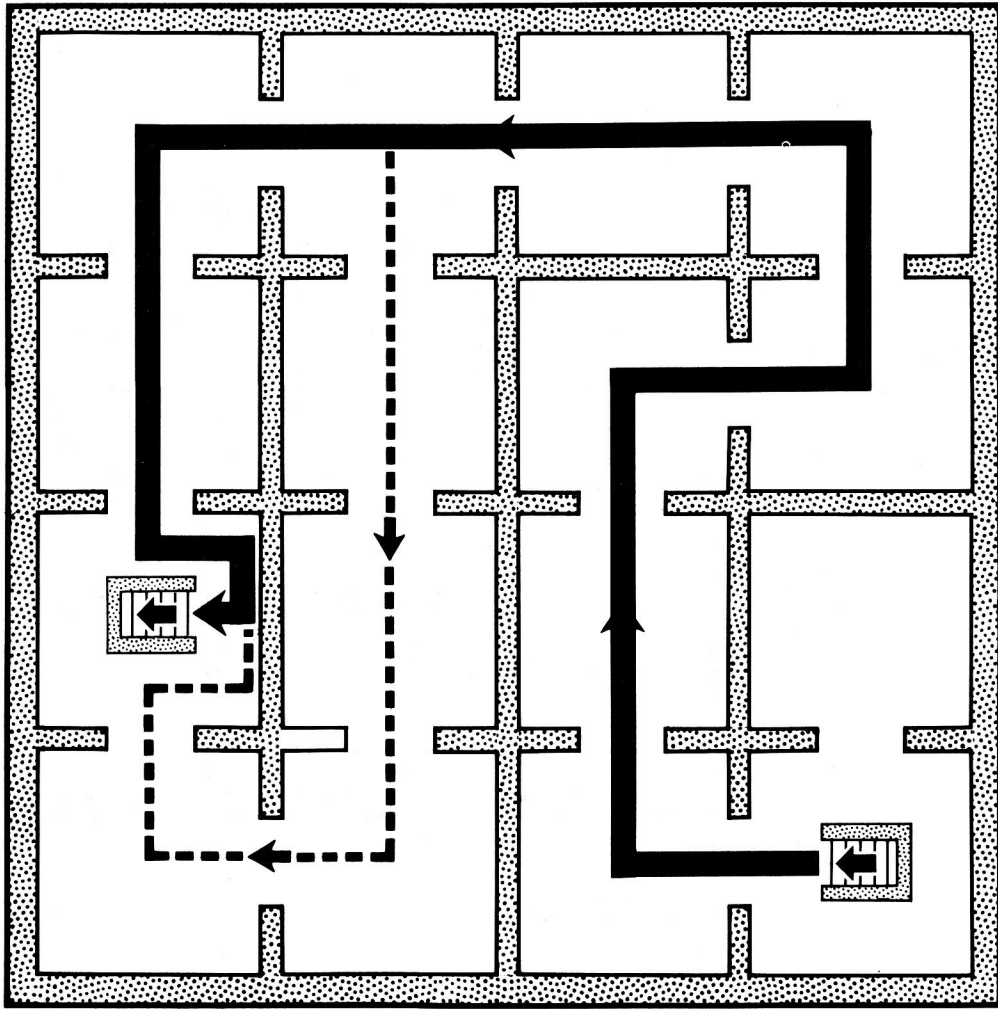
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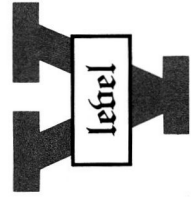
You can hold up a guard without killing him to increase your stock of bullets or grenades. Try this only when SS are not present and when you can easily exit the room.



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Sams

Sams



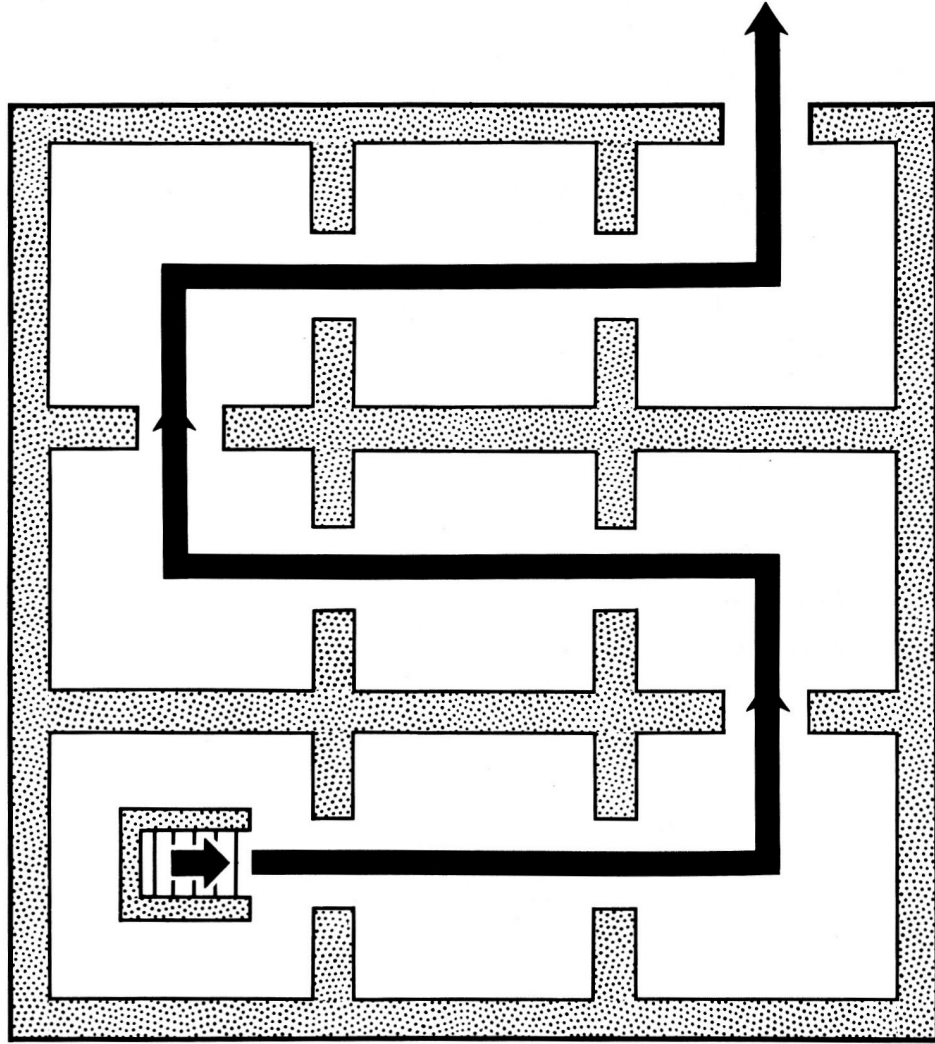
This level requires very little thought. All you have to do is "run the gauntlet" of all nine rooms in order.



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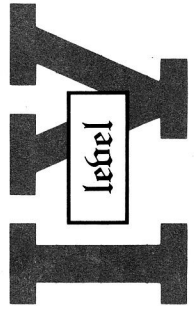
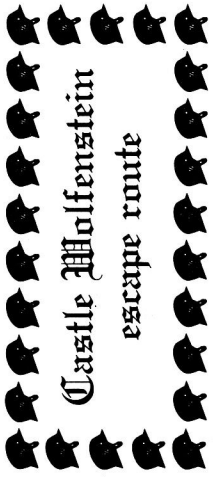
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Sams

Sams



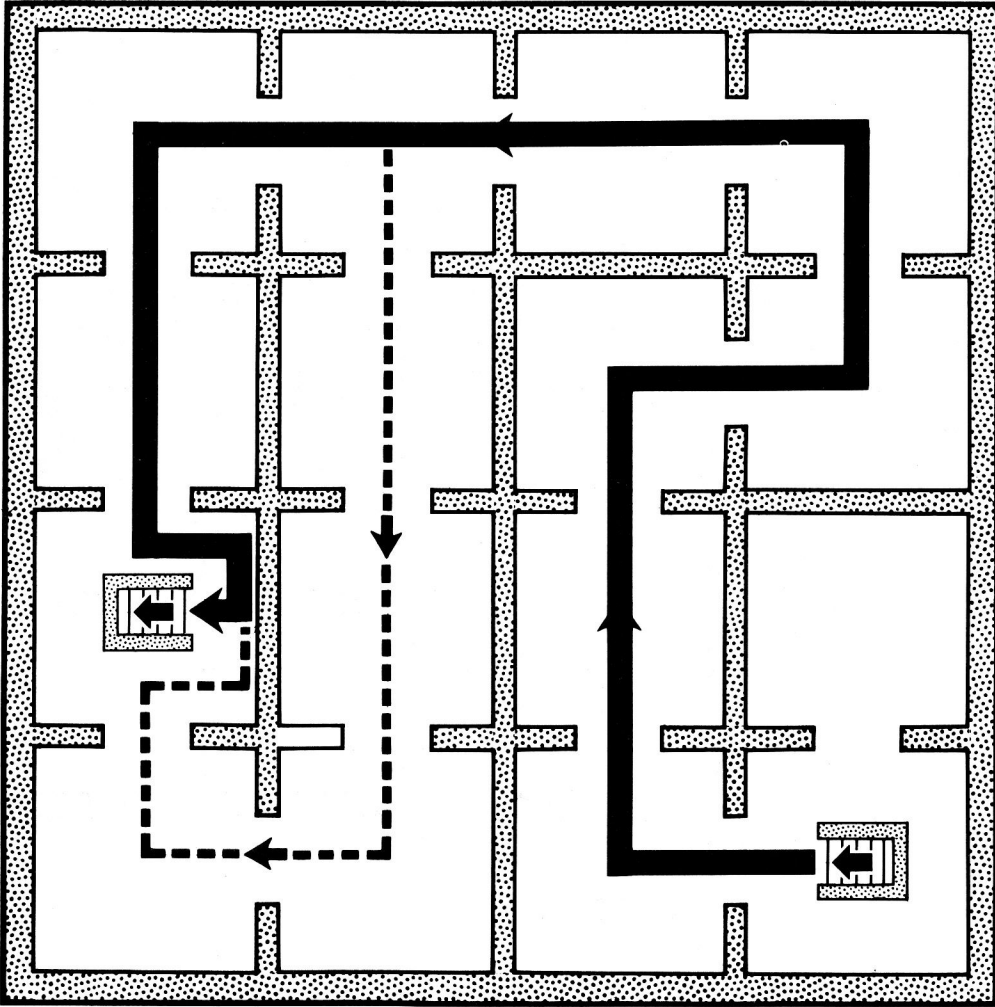
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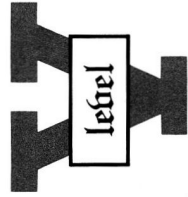


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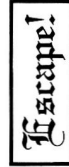
Sams



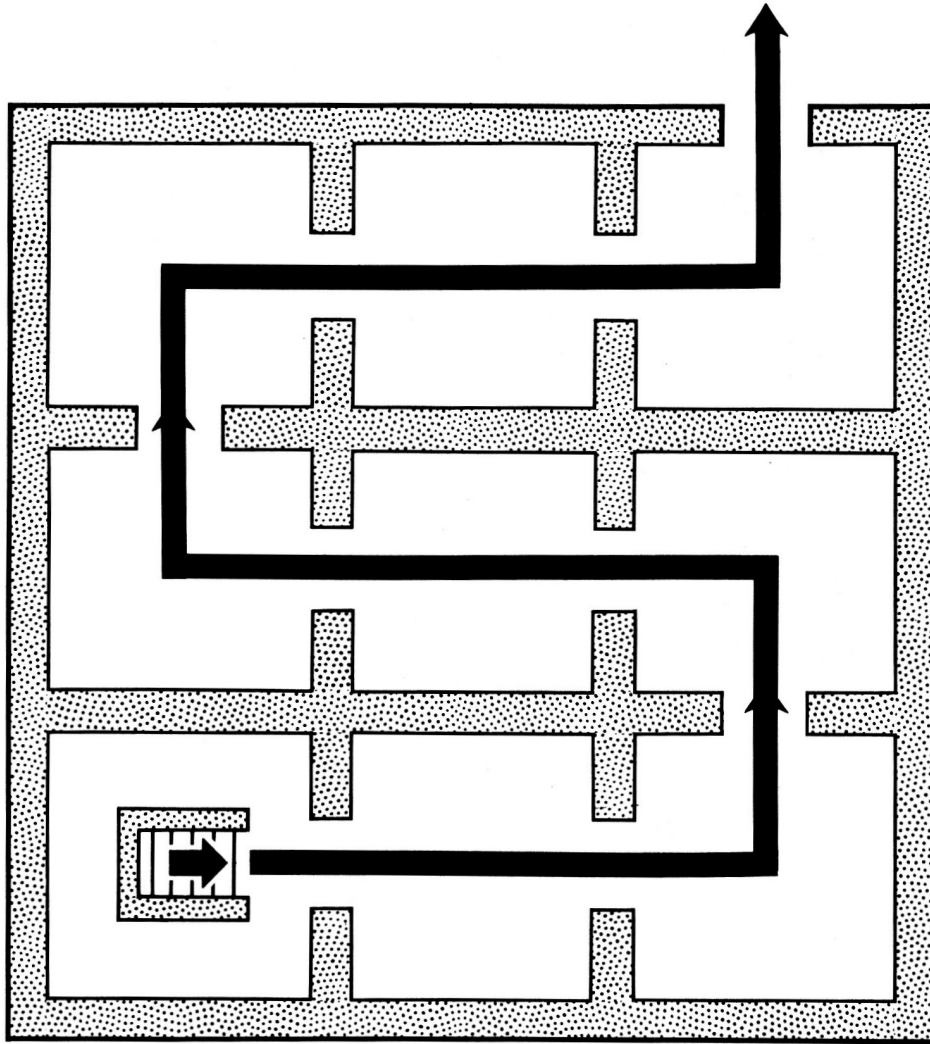
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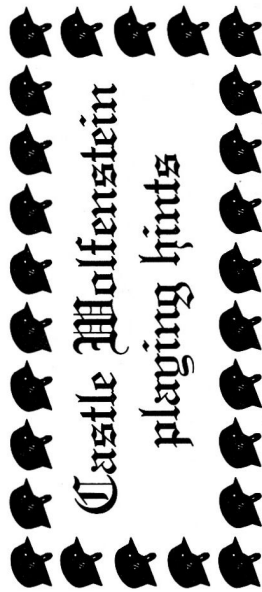
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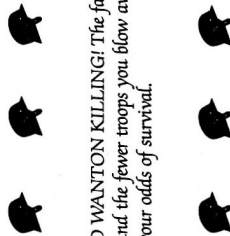
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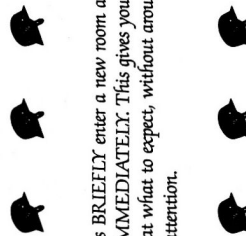


# Castle Wolfenstein playing hints

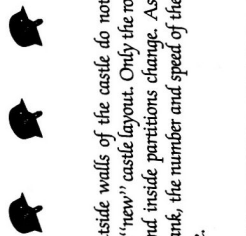
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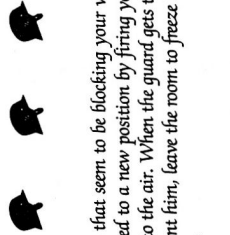


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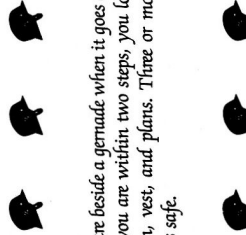


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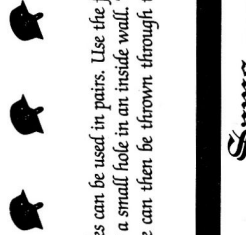
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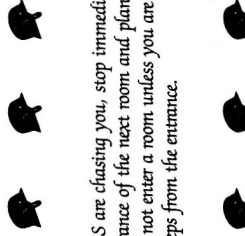


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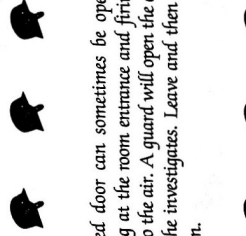


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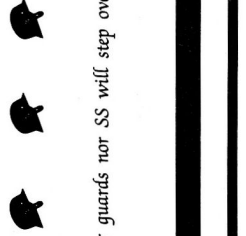
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