WARNING: READ THIS IMPORTANT SAFETY INFORMATION BEFORE USING

A small percentage of people may experience seizures when exposed to certain lights, patterns or images that may appear in video or computer games. This may occur even with no history of epilepsy or seizures. If you, or anyone in your family, have an epileptic condition or history of epilepsy, consult your doctor prior to playing. Parents should monitor the use of video games. Children and teenagers are more likely than adults to experience photosensitive seizures.

IMMEDIATELY discontinue use and consult your doctor if you or your child experience any of the following symptoms or other discomfort while playing a video game: dizziness, blurred or altered vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion.

To help reduce the risk of photosensitive seizures take the following precautions:

• Play in a well-lit room.
• Do not play if you are tired, drowsy or fatigued.
• Rest for at least 10 to 15 minutes per hour while playing.
• Sit farther from the screen.
• Play the game on a smaller screen.

TABLE OF CONTENTS

GETTING STARTED .................................................. 4
MAIN MENU ......................................................... 4
GAME CONTROLS .................................................. 5
HUD ................................................................. 6
JOURNAL .......................................................... 7
COMMANDERS .................................................... 8
PERKS ............................................................... 9
WEAPONS ........................................................ 10
SECRETS .......................................................... 13
HEALTH, ARMOR, AND AMMO ......................... 13
DUAL WIELDING ................................................ 13
END USER LICENSE AGREEMENT ....................... 14
WARRANTY INFORMATION ................................. 16
TECHNICAL AND CUSTOMER SUPPORT .............. 16
GETTING STARTED

Follow the onscreen instructions to install *Wolfenstein: The New Order.*

Launch *Wolfenstein: The New Order* and select NEW, then select DIFFICULTY level to start a new game (note – you must be signed in to a valid Steam account to do so).

MAIN MENU

NEW: start a new game
RESUME: continue an existing game
CHAPTERS: replay an already completed chapter
OPTIONS: change gameplay, control, audio and video settings
ACCOUNT PICKER: select active profile
EXTRAS: solve Enigma Codes found in game to unlock bonus game modes, view unlocked and found collectibles, review game statistics and launch the credits.

RETURN TO TITLE SCREEN

GAME CONTROLS

Keyboard

Pause Menu
ESC

Walk/Run Toggle
CAPS LOCK

MOVEMENT

Forward W Back B
Left A Right D

Use F

Dual Wield (when available)
X

Toggle Alternate Weapon Fire Mode (when available)
Q

Sprint
SHIFT

Cover Mode Lean Right
ALT + D

Cover Mode Lean Left
ALT + A

Jump
SPACE

MOUSE

Aim Fire

Look

[scroll] Cycle Weapon
[click] Melee/Throw Knife

Toggle Main Weapon Fire Mode (when available)
Reload

E R

Throw Grenade
Journal

D G J C M

Crouch/Slide

[capital] Select active profile

[space] Activate Cheat Menu
Use the Journal to access the following information:

**NOTES:** review Objective information

**PERKS:** review Perks

**COLLECTIBLES:** review the Collectible items and objects that you have found

**TUTORIALS:** review the tutorials that you have already encountered
COMMANDERS

Commanders are located throughout the game. They can be recognized by their distinct silhouettes.

If a Commander detects your presence, he will signal an alarm and call for reinforcements.

If you are able to take Commanders out undetected, they will not be able to signal the alarm and call for reinforcements.

Once the Scout Perk is unlocked, nearby Commanders are indicated by the “Signal Detected” and “Broadcasting Alarm” HUD elements.

Commander is nearby, but not alerted to your presence

Commander is Alert and is calling in reinforcements

PERKS

By engaging in the following play styles, you can unlock Perks that enhance your experience.

STEALTH: Focuses on stealth and silent takedowns as a play style. Rewards the throwing knife, faster movement while crouching, and improved stealth weapons.

TACTICAL: Focuses on tactical combat and small/medium weapons as a play style. Rewards faster health regeneration, reloads and weapon equips. Also improves efficacy for select weapons.

ASSAULT: Focuses on Dual Wield and heavy weapons as a play style. Rewards increased Dual Wield weapon capabilities, reload speed, increased ammo gathering and storage, and turret movement speed.

DEMOLITION: Focuses on grenades and general destruction as a play style. Rewards the grenade throwback ability, increased grenade and rocket capacity, and reduces damage from explosives.
WEAPONS

**FIGHTING KNIFE**
Weight: 588 g  
Length: 237 mm  
A standard-issue knife used by Allied soldiers.

**KITCHEN KNIFE**
Weight: 147 g  
Length: 226 mm  
A kitchen knife, good for steaks or Nazi necks.

**COMBAT KNIFE**
Weight: 648 g  
Length: 247 mm  
A standard-issue knife used by Nazi commanders.

**HANDGUN 1946**
Weight: 904 g  
Length: 231 mm  
Ammo: 10 (9mm Parabellum)  
A standard-issue side-arm frequently used by Nazi commanders.  
Upgrade: silencer

**HAND GRENADE**
Weight: 595 g  
Length: 365 mm  
Diameter: 70 mm  
Filling: TNT  
A standard stick grenade used by the German Army.

**SUBMACHINE GUN**
Weight: 4.7 kg  
Length: 798 mm  
Ammo: 40 (.45 ACP)  

**HANDGUN 1960**
Weight: 897 grams  
Length: 229 mm  
Ammo: 20 (9mm Parabellum)  
An improved version of the 1946 handgun, updated with a burst shot primary mode and a recoil compensator system.  
Upgrade: silencer

**ASSAULT RIFLE 1946**
Weight: 5.16 kg  
Length: 935 mm  
Ammo: 30 (7.9mm)  
A German Army service rifle with a fire selector for switching between automatic and semi-automatic fire mode.

**ASSAULT RIFLE 1960**
Weight: 4.96 kg  
Length: 928 mm  
Ammo: 45 (7.9mm)  
An updated version of the 1946 assault rifle with a larger clip size and increased fire rate.  
Upgrade: rocket launcher

**DOUBLE-BARRELED SHOTGUN**
Weight: 3.35 kg  
Length: 1071 mm  
Ammo: 2 (12-gauge)  
A 12-gauge side by side break-action shotgun.

**AUTOMATIC SHOTGUN**
Weight: 5.54 kg  
Length: 988 mm  
Ammo: 20 (12-gauge)  
A fully automatic double-barreled shotgun.  
Upgrade: shrapnel rounds
**SECRETS**

There are secret areas containing valuable items in every level of *Wolfenstein: the New Order*. Good luck finding them!

**HEALTH, ARMOR, AND AMMO**

Health, armor, and ammo are restored by finding pickups located in each level. Health can be temporarily overcharged beyond maximum level by acquiring additional pickups. When damaged, Health gradually regenerates automatically to the next increment of 20.

**DUAL WIELDING**

Dual wielding allows you to deal maximum damage. You are able to Dual Wield after picking up another instance of a weapon that is already in your inventory.

The Weapon Select interface (accessed by *scrolling the Mouse Wheel up-and-down*) indicates which weapons in your inventory can be Dual Wielded at any time.

Press the X key to toggle Dual Wield ability when a capable weapon is equipped.

---

**MARKSMAN RIFLE**

- Weight: 5.84 kg
- Length: 1032 mm
- Ammo: 10 (explosive 7.9mm)
- A scoped semi-automatic rifle suited for taking out enemies from a distance.
- Upgrade: laser fire mode

**TESLA GRENADE**

- Weight: 386 g
- Length: 88 mm
- Diameter: 64 mm
- Filling: TNT, EMP-charge
- A hand grenade with a high explosive EMP charge that can temporarily disable mechanized enemies.

**LASER CUTTER**

- Weight: 972 g
- Length: 243 mm
- Ammo: rechargeable battery
- A tool for cutting through thin wire fences, chains and other small steel objects.
- Upgrade: shot mode

**LASERKRAFTWERK RIFLE**

- Weight: 5.71 kg
- Length: 991 mm
- Ammo: rechargeable battery
- A prototype weapon which fires short bursts of high energy laser beams. It has a secondary fire mode for cutting through thin sheets of metal, like aluminum.
- Various upgrades for the Laserkraftwerk Rifle are located throughout the game.
This is a legal agreement ("Agreement") between you, the end user ("You") and ZeniMax Media Inc. through its division, Bethesda Softworks LLC ("Licensor"). This Agreement is part of a product package (the "Package") that includes one or more discs containing one or more Licensor software products (collectively, the "Product") and certain electronic and/or written materials (the "Documentation").

BY CLICKING "I AGREE", BY INSTALLING THE PRODUCT, OR BY ACCESSING OR USING THE PRODUCT OR OTHER SOFTWARE, IF ANY, PROVIDED TO YOU IN THE PACKAGE, YOU ACKNOWLEDGE THAT YOU HAVE READ ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, UNDERSTAND THEM, AND AGREE TO BE LEGALLY BOUND BY THEM. YOU UNDERSTAND THAT, IF YOU PURCHASED THE PACKAGE FROM AN AUTHORIZED RESELLER OF LICENSOR, NEITHER THE RESELLER NOR ANY OTHER THIRD PARTY IS AN AGENT OF LICENSOR, AND NO SUCH PARTY IS AUTHORIZED TO MAKE ANY REPRESENTATIONS, CONDITIONS OR WARRANTIES, STATUTORY OR OTHERWISE, ON BEHALF OF LICENSOR, OR TO VARY ANY OF THE TERMS OR CONDITIONS OF THIS AGREEMENT.

If you do not agree to the terms of this Agreement, promptly return the entire Package (with the unused Product in its original packaging) to the store where you purchased it for a refund, subject to any applicable return policies including any limitations and restrictions on returns. All returns must include all packaging, manuals and other materials provided with the Package.

If you do not agree to the terms of this Agreement, You may not use the Package or any part thereof.

1. LIMITED LICENSE:
Subject to the terms and conditions of this Agreement, You are entitled to use one copy of the Product, in executable form, for Your own personal, non-commercial use. You may not sell or transfer reproductions of the Product or Documentation, or any other part of the Package to other parties in any way. You agree not to use the Product in any form, for Your own personal, non-commercial use. You may not sell or transfer reproductions of the Product or any part of the New Material (or any part of the New Material) in any way Licensor, or its respective designee(s), sees fit. You also waive and agree never to assert against Licensor; You agree to maintain and protect such confidential information and trade secrets in strictest confidence for the benefit of Licensor, and not to use or disclose them without express authorization from Licensor.

All of the material included in the New Material is protected by United States copyright and other applicable laws and by international treaty provisions. Any rights not expressly granted herein are reserved to Licensor and/or its licensors. You may not modify or remove any proprietary rights notices of Licensor or any of its licensors.

2. OWNERSHIP; COPYRIGHT:
You agree and understand that You are provided with LICENSED RIGHTS; nothing herein shall be deemed to be a transfer of ownership of any software or proprietary materials of Licensor or its licensors. Title to and ownership of the Package, including the Product (and all parts thereof), the Documentation, and patents, trademarks, copyrights and all other intellectual property and other property rights applicable thereto, shall at all times remain solely and exclusively with Licensor and/or its licensors, and You shall not (nor shall You permit any third party to) take any action inconsistent with such title or ownership. The Product, the Documentation, and the other components of the Package are protected by United States copyright and other applicable laws and by international treaty provisions. Any rights not expressly granted herein are reserved to Licensor and/or its licensors. You may not modify or remove any proprietary rights notices of Licensor or any of its licensors.

3. OTHER RESTRICTIONS:
You may not cause or permit the sale, disclosure, copying, renting, licensing, sublicensing, leasing, disseminating, uploading, downloading, transmitting, or otherwise distributing the Product, the Documentation or any of the other components of the Package by any means or in any form, without the prior written consent of Licensor. You may not (and may not permit any third party to) modify, enhance, supplement, create any derivative works from, adapt, translate, reverse engineer, decompile, disassemble or otherwise reduce the object code form of any software provided to You to human readable form, or use parts of the software product provided as part of the Package independently of the Package or of the Product. You may not (and may not permit any third party to) avoid, circumvent or disable any security mechanism, procedure or protocol, or copyright protection, provided or included in connection with the Package or any parts thereof.

You shall not create any new materials using any Product content ("New Material") that infringe upon the rights of others, or that are libelous, defamatory, harassing, or threatening. If You distribute or otherwise make available New Material to others, You automatically grant to Licensor the irrevocable, perpetual, royalty-free, sublicensable right and license under all applicable copyrights and intellectual property rights laws to use, reproduce, modify, adapt, perform, display, distribute and otherwise exploit and/or dispose of the New Material (or any part of the New Material) in any way Licensor, or its respective designee(s), sees fit. You also waive and agree never to assert against Licensor or its licensees any moral rights or similar rights, however designated, that You may have in or to any of the New Material. As noted below, if you commit any breach of this Agreement, Your license and this Agreement shall automatically terminate, without notice.

Your breach of this Section shall constitute a material breach of this Agreement and/or of applicable copyright and other intellectual property rights laws and treaties, and may subject You to civil and criminal liability.

4. TERMINATION:
This Agreement and the licenses granted under this Agreement are effective until terminated. They shall terminate automatically without notice if You fail to comply with any provision of this Agreement. Upon termination You shall immediately cease using the Product, and destroy the Product, the Documentation, and the other parts of the Package, and all copies of any parts thereof.

5. GENERAL:
This Agreement constitutes the entire understanding between Licensor and You with respect to subject matter hereof. Any change to the Agreement must be in writing, signed by Licensor and You. Terms and conditions as set forth in any package or order which differ from, conflict with, or are not included in this Agreement, shall not become part of this Agreement unless specifically accepted by an authorized representative of Licensor in writing. You shall be responsible for and shall pay, and shall reimburse Licensor on request if Licensor is required to pay, any sales, use, value added (VAT), consumption or other tax (excluding any tax that is based on Licensor’s net income), assessment, duty, tariff, or other fee or charge of any kind or nature that is levied or imposed by any governmental authority on the Package. No waiver of Licensor’s rights shall be effective unless made in a writing signed by a duly authorized representative of Licensor. You understand that the Product may contain confidential information and/or trade secrets of Licensor. You agree to maintain and protect such confidential information and trade secrets in strictest confidence for the benefit of Licensor, and not to use or disclose them without express authorization from Licensor.

6. EXPORT AND IMPORT COMPLIANCE:
You are solely responsible for compliance with the export control laws and regulations of the United States and Your locality. In the event You export the Product, the Documentation or any other part of the Package from the country in which You first received it, You assume the responsibility for compliance with all applicable export and re-export regulations, as the case may be.

7. SUPPORT SERVICES:
Support services, if any, provided by Licensor shall be subject to the terms of this Agreement and Licensor’s current support policies. Licensor provides all support services solely on an “AS IS” basis.

8. GOVERNING LAW; ARBITRATION:
This Agreement and Your use of the Package, and all disputes arising out of or related to this Agreement or the Package (or any part thereof) shall be governed by, and any arbitration hereunder shall apply, the laws of the State of Maryland, USA, excluding (a) its conflicts of laws principles; (b) the United Nations Convention on Contracts for the International Sale of Goods; (c) the 1924 Convention on the Limitation Period in the International Sale of Goods; and (d) any Protocol amending the 1974 Convention. Any dispute, controversy or claim arising out of or relating to this Agreement or the Package (or any part thereof), including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Licensor, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association (“AAA”). The arbitration shall be conducted in English and in accordance with the then-current arbitration rules of the AAA applicable to the dispute (such as, for example, the AAA international rules if You are not a United States resident). The arbitration, including the rendering of the award, shall take place in Rockville, Maryland USA, and Rockville, Maryland USA shall be the exclusive forum for resolving any such dispute, controversy or claim; however, if You are a resident of the European Community, the arbitration shall take place in London, England. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys’ fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction. Notwithstanding anything contained in this Paragraph to the contrary, Licensor shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Licensor’s rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief.
WARRANTY INFORMATION

Limited Warranty
Bethesda Softworks LLC, a ZeniMax Media company ("Bethesda Softworks") warrants to you, the original purchaser of this disc and the game software encoded thereon ("Game"), that under normal use the Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of purchase ("Warranty Period"). This Limited Warranty: (a) does not apply if the Game is used for a business or commercial purpose; and (b) is void if failure of the Game has resulted from accident, abuse, virus or misapplication.

Exclusive Remedy and Limitation of Liability
Warranty claims must be made to the retailer from whom you purchased the Game. You must return the Game to your retailer during the Warranty Period, together with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer may either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original Warranty Period or 30 days, whichever is longer. Bethesda Softworks’ and its licensors’ and suppliers’ entire liability and your exclusive remedy shall be, at the retailer’s option, the repair or replacement of the Game that does not meet this Limited Warranty and is properly returned to the retailer. Outside the United States, neither of these remedies nor any product support services are available without proof of purchase from an authorized international source.

Warranty Protection
To be eligible for warranty protection hereunder, you must register at www.bethsoft.com within thirty (30) days of purchase. Failure to register within thirty (30) days of purchase shall result in the loss of your warranty protection. Warranty protection is available only to you, the original purchaser. In the event of any questions in this regard, Bethesda Softworks reserves the exclusive right to determine warranty eligibility and appropriate redress, if any.

NO OTHER WARRANTIES, CONDITIONS OR DUTIES.
TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, BETHESDA SOFTWORKS AND ITS LICENSORS AND SUPPLIERS DISCLAIM ANY AND ALL OTHER WARRANTIES, CONDITIONS AND DUTIES, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, INCLUDING BUT NOT LIMITED TO ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NON-INFRINGEMENT, OR NON-MISAPPROPRIATION OF INTELLECTUAL PROPERTY RIGHTS OF A THIRD PARTY.

Exclusion of Consequential, Incidental and Certain Other Damages
To the full extent allowed by law, neither Bethesda Softworks and nor its licensors and suppliers are liable for any: (a) consequential or incidental damages, (b) damages for loss of any nature relating to lost profits, loss of data, privacy or confidentiality, or failure to achieve desired results or to meet any duty, including but not limited to any duty of lack of negligence or of workmanlike effort, or (c) indirect, special or punitive damages; arising out of or relating in any way to any breach of this Limited Warranty. The foregoing applies even if Bethesda Softworks or its licensors and suppliers have been advised of the possibility of such losses or damages. Some jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential or incidental damages so the above limitations and/or exclusions of liability may not apply to you. This Limited Warranty gives you specific rights, and you may also have other rights that vary from jurisdiction to jurisdiction.

TECHNICAL AND CUSTOMER SUPPORT
For technical and customer support please visit SUPPORT.BETHSOFT.COM or call toll-free 1.844.ZENIMAX 9:00 am to 5:00 pm Eastern time Monday through Friday, excluding holidays. For help requests by mail please send all correspondence to: Bethesda Softworks, 101 Schilling Road, Suite 20, Hunt Valley, MD 21031 USA

For warranty claims, please return the product to the point of purchase, along with any proof of purchase. If you are outside the United States, you may mail your Game disc and packaging to the above address, and be sure to include the following required items: • All Purchased Items • Dated Proof of Purchase • Brief Description of Error or Defect • Return Address

Bethesda Softworks LLC, a ZeniMax Media company (“Bethesda Softworks”) warrants to you, the original purchaser of this disc and the game software encoded thereon (“Game”), that under normal use the Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of purchase (“Warranty Period”). This Limited Warranty: (a) does not apply if the Game is used for a business or commercial purpose; and (b) is void if failure of the Game has resulted from accident, abuse, virus or misapplication.

Exclusion of Consequential, Incidental and Certain Other Damages
To the full extent allowed by law, neither Bethesda Softworks and nor its licensors and suppliers are liable for any: (a) consequential or incidental damages, (b) damages for loss of any nature relating to lost profits, loss of data, privacy or confidentiality, or failure to achieve desired results or to meet any duty, including but not limited to any duty of lack of negligence or of workmanlike effort, or (c) indirect, special or punitive damages; arising out of or relating in any way to any breach of this Limited Warranty. The foregoing applies even if Bethesda Softworks or its licensors and suppliers have been advised of the possibility of such losses or damages. Some jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential or incidental damages so the above limitations and/or exclusions of liability may not apply to you. This Limited Warranty gives you specific rights, and you may also have other rights that vary from jurisdiction to jurisdiction.