WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES
A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing. IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:
Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

NOTICES:
Video output in HD requires cables and an HD-compatible display, both sold separately.

Wolfenstein: The New Order requires the game to be installed to the system’s hard disc.

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GETTING STARTED
PlayStation®3 system
Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the WOLFENSTEIN: THE NEW ORDER disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system’s home menu, and then press the X button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select “Quit Game” from the screen that is displayed.

HINT To remove a disc, touch the eject button after quitting the game.

Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software
Saved data for PS3™ format software is saved on the system’s hard disk. The data is displayed under “Saved Game Utility” in the Game menu.
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
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
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
COMMANDEERS

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**

![Signal Detected](image)

**Commander is Alert and is calling in reinforcements**

![Broadcasting Alarm](image)

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

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

**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.

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

**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 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 holding ✈) indicates which weapons in your inventory can be Dual Wielded at any time.

Press the ↑ button 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
Ammos: 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.
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