See important health and safety warnings in the system Settings menu.

GETTING STARTED

PlayStation®4 system

Starting a game: Before use, carefully read the instructions supplied with the PS4™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the (power) button of the PS4™ system to turn the system on. The power indicator blinks in blue, and then lights up in white. Insert the WOLFENSTEIN: THE NEW ORDER disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PS4™ system’s home screen, and then press the button. Refer to this manual for information on using the software.

Quitting a game: Press and hold the button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game: To return to the home screen without quitting a game, press the button. To resume playing the game, select it from the content area.

Removing 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 Sony Entertainment Network account.

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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
GAME CONTROLS
DUALSHOCK®4 Controller

VOICE COMMANDS
The following actions are recognized when voice control is enabled:

PAUSE GAME .............. Pause the game
RESUME GAME ............ Resume the game
JOURNAL .................. Opens journal
OPEN MAP ................. Open map
RELOAD .................... Reload current weapon
DUAL WIELD .............. Dual wield the currently equipped weapon (if available)
SINGLE WIELD ............ Single wields the currently equipped weapon
KNIFE ..................... Equip knife
HANDGUN ................. Equip Handgun
ASSAULT ................. Equip Assault Rifle
SHOTGUN ................. Equip shotgun
SUBMACHINEGUN .......... Equip Submachine gun
SNIPER ................... Equip Marksman
LASER .................... Equip Lasercutter or LKW
GRENADE ................ Equip Grenade
THROW GRENADE .......... Throw Grenade
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

#### HANDGUN 1960
- **Weight:** 897 g
- **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

#### 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 g
- **Length:** 229 mm
- **Ammo:** 20 (9mm Parabellum)
- An updated version of the 1946 assault rifle with a larger clip size and increased fire rate.
  - **Upgrade:** rocket launcher

#### 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 \[E\]) indicates which weapons in your inventory can be Dual Wielded at any time.

Press the \[1\] button to toggle Dual Wield ability when a capable weapon is equipped.

MARKSMAN RIFLE

<table>
<thead>
<tr>
<th>Weight: 5.84 kg</th>
</tr>
</thead>
<tbody>
<tr>
<td>Length: 1032 mm</td>
</tr>
<tr>
<td>Ammo: 10 (explosive 7.9mm)</td>
</tr>
</tbody>
</table>

A scoped semi-automatic rifle suited for taking out enemies from a distance.

Upgrade: laser fire mode

TESLA GRENADE

<table>
<thead>
<tr>
<th>Weight: 386 g</th>
</tr>
</thead>
<tbody>
<tr>
<td>Length: 88 mm</td>
</tr>
<tr>
<td>Diameter: 64 mm</td>
</tr>
</tbody>
</table>

Filling: TNT, EMP-charge

A hand grenade with a high explosive EMP charge that can temporarily disable mechanized enemies.

LASER CUTTER

<table>
<thead>
<tr>
<th>Weight: 972 g</th>
</tr>
</thead>
<tbody>
<tr>
<td>Length: 243 mm</td>
</tr>
</tbody>
</table>

Ammu: rechargeable battery

A tool for cutting through thin wire fences, chains and other small steel objects.

Upgrade: shot mode

LASERKRAFTWERK RIFLE

<table>
<thead>
<tr>
<th>Weight: 5.71 kg</th>
</tr>
</thead>
<tbody>
<tr>
<td>Length: 991 mm</td>
</tr>
</tbody>
</table>

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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