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.

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GETTING STARTED

Follow the onscreen instructions to install WOLFENSTEIN: THE OLD BLOOD.

Launch WOLFENSTEIN: THE OLD BLOOD and select NEW, then select a DIFFICULTY level to start a new game (note – you must be signed in to a valid Steam account to do so).

MAIN MENU

RESUME: Continue an existing game.
NEW: Start a new game.
CHAPTERS: Replay an already completed chapter.
OPTIONS: Change gameplay, control, audio and video settings.
CHALLENGE MODE: An arena-shooting mode for the player to test their abilities against some of the more memorable gunfights of the game.
EXTRAS: View unlocked and found collectibles, review game statistics and launch the credits.
ACCOUNT PICKER: Select active profile.
RETURN TO TITLE SCREEN

GAME CONTROLS

Keyboard

Pause Menu

ESC

Forward
W

Back

Left
A

Right
D

Up

S

Down
D

MOVEMENT

Sprint
SHIFT

Toggle Alternate Weapon Fire Mode
Z

Change Weapon Mode
X

Cover Mode Lean Right
ALT + D

Cover Mode Lean Left
ALT + A

Jump
SPACE

MOUSE

Fire/ Wall Climb with Pipes

Aim/ Wall Climb with Pipes

Look

Cycle Weapon Melee/Throw Knife

Swap to Last Used Weapon
Q

Reload
R
Use the Journal to access the following information:

**NOTES:**
Review Objective information

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

**TUTORIALS:**
Review the tutorials that you have already encountered

**PERKS:**
Review Perks
**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.

Nearby Commanders are indicated by the “Signal Detected” and “Broadcasting Alarm” HUD elements.

*Commander is nearby, but not alerted to your presence*

![Commander Signal Detected]

*Commander is Alert and is calling in reinforcements*

![Commander Broadcasting Alarm]

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**PERKS**

You can unlock Perks that enhance your gameplay experience. Browse the Perks screen in the Journal to see how to unlock them.
### Weapons

**Pipes**
- **Weight:** 1.1 kg
- **Length:** 760 mm
- Steel pipes that are sharp on one end. Perfect for hand-to-hand combat and dispatching enemies silently. Can be combined to form a larger, stronger pipe.

**Bombenschuss**
- **Weight:** 3.9 kg
- **Length:** 1100 mm
- **Ammo:** 7.92x57mm
- A bolt-action carbine suited for medium to long range combat.
- Upgrade: A scope can be attached for sniping.

**Shockhammer**
- **Weight:** 7.1 kg
- **Length:** 1095mm
- **Ammo:** 12 gauge 00-buck
- Double barreled 12-gauge semi-automatic shotgun, very lethal at short to medium ranges.

**Assault Rifle 46-T**
- **Weight:** 4.62 kg
- **Ammo:** 7.92x33 Kurz
- A modified version of the standard issue assault rifle with a fire selector switch, allowing the soldier to alternate between semi-automatic and burst fire.
- A good all-around weapon.

**Kampfpistole**
- **Weight:** 0.9 kg
- **Ammo:** 47mm HE rocket propelled grenade
- A single-shot pistol that fires high-explosive ammunition, useful for taking out large targets and clusters of enemies.

**Sawed-Off Shotgun**
- **Weight:** 2.1 kg
- **Ammo:** 12 gauge buckshot
- An old break-action shotgun that’s had a portion of the barrel sawed off. Extremely deadly at short ranges.

**Handgun**
- **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.

**Double-Barreled Shotgun**
- **Weight:** 3.35 kg
- **Length:** 1071 mm
- **Ammo:** 2 (12-gauge)
- Double barreled 12-gauge semi-automatic shotgun, very lethal at short to medium ranges.

**Assault Rifle 46-T**
- **Weight:** 4.62 kg
- **Ammo:** 7.92x33 Kurz
- A modified version of the standard issue assault rifle with a fire selector switch, allowing the soldier to alternate between semi-automatic and burst fire.
- A good all-around weapon.

**Kampfpistole**
- **Weight:** 0.9 kg
- **Ammo:** 47mm HE rocket propelled grenade
- A single-shot pistol that fires high-explosive ammunition, useful for taking out large targets and clusters of enemies.
SECRETS

There are secret areas containing valuable items in every level of **Wolfenstein: The Old Blood**. 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. Old Blood armor can be overcharged but requires the Perk “Armor Upgrade 1”.

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.
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All notices and demands to Licensor hereunder shall be in writing and shall be served by personal service or by mail at the address first set forth in this Agreement (or at such different address as may be designed by Licensor from time to time by written notice) - Attn: Executive Vice President - Legal. All notices or demands by mail shall be by certified or registered mail, return receipt requested, or by nationally/internationally recognized express courier, and shall be deemed completed upon receipt.

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- Dated Proof of Purchase
- Brief Description of Error or Defect
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