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 OLD BLOOD 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 D button. Refer to this manual for information on using the software.

Quitting a game: Press and hold the D 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 D 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

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.
RETURN TO TITLE SCREEN

GAME CONTROLS

DUALSHOCK®4 Controller

Aim/ Wall Climb with Pipes
Lean/ Cover Mode

TOUCH PAD
Journal (click)

E
Grenade (press)/ Weapon Select (hold)

R
Fire/ Wall Climb with Pipes

R2

R1
Grenade (press)/ Weapon Select (hold)

OPTIONS
Pause Menu

Move
LEFT STICK
Sprint

RIGHT STICK
Look

R3
Melee/Throw Knife

Toggle Main Weapon Fire Mode (when available)

Dual Wield (when available)

Toggle Alternate Weapon Fire Mode (when available)

Map

Previous Weapon
Crouch/Slide
Use /Reload
Jump

R1

R2

R3
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 is Alert and is calling in reinforcements.**

**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
Ammmo: 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: 1095 mm
Ammmo: 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
Ammmo: 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
Ammmo: 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
Ammmo: 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
Ammmo: 10 (9mm Parabellum)
A standard-issue side-arm frequently used by Nazi commanders.
Upgrade: silencer

Hand Grenade
Weight: 595 g
Length: 365 mm
A standard stick grenade used by the German Army.

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

Assault Rifle 46-T
Weight: 3.35 kg
Length: 1071 mm
Ammmo: 2 (12-gauge)
A 12-gauge side by side break-action shotgun.

Combat Knife
Weight: 648 g
Length: 247 mm
A standard-issue knife used by Nazi commanders.
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 holding R1) 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.
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