



Enemies

Through the Castle Wolfenstein and beyond, you'll encounter a hodgepodge of enemies standing in your way. Knowing how to deal with the best can be invaluable. We're here to help.

Soldier



The standard Nazi soldier in Wolfenstein is most commonly packing an MP40 or a pistol. Head shots kill in one hit, and they're vulnerable to pretty much everything. You'll generally not want to waste anything high-powered on these standard soldiers--some MP40 rounds of your own will do.

Ghost Zombie



These zombies summon swirling souls they send out as projectile attacks. From distances you can dodge behind corners to avoid their attack, but in close you'll want to deal with them concisely. If they fall to the ground without exploding give them a swift boot to the arse to ensure that they're dead.

Undead Shield Creature



These little minions can be an absolute pain--you can spend dozens of rounds of fire trying to get past their shields. Don't bother. Instead of having bullets bounce back in your face try equipping your knife and making quick attack-retreat patterns. Coupled with kicks, this pattern can successfully take them out without wasting any ammo.

Elite Guard



Helga's busty women pack a mean punch. Usually equipped with Stens, the Elite Guards have excellent aim and can nail you from afar. Try picking them off with sniper fire when possible, but when confronted face-to-face make sure you take them out quickly with your MP40 or Sten.

Pyro



These flamethrower-wielding Nazis can be a real pain. Their flames don't cause a ton of damage immediately, but the blinding effect of having fire cover your entire face can make dealing with the pyros a pain. Try and keep your distance as best as possible, back-peddling constantly while nailing them with machinegun fire.

Paratrooper



These powered-up Nazis pack a wallop. Their paratrooper rifles have great accuracy and fantastic power, and the paratroopers themselves are heavily armored. Snipe them when possible, but in a firefight using their own weapons against them is a good idea.

X-Creature



These electro-butted obscurities can be vicious...but they're dumb. Often times they'll get lost in trying to find you, getting stuck on pillars and other obstacles. Take advantage of this and take potshots. When you have to deal with them a quick puff of fire will do the trick--light them up and run as the fire takes its effect (sometimes slowly).

Mechanical Dog



These bizarre fusions of dog and robot are fierce. With mounted machine guns on their backs they're a force to be reckoned with, though accuracy is luckily *not* one of their strengths. When possible take out the mechanical dogs from a distance with heavy sniper fire. When in close use the paratrooper rifle or the Venom gun.

Super Solider



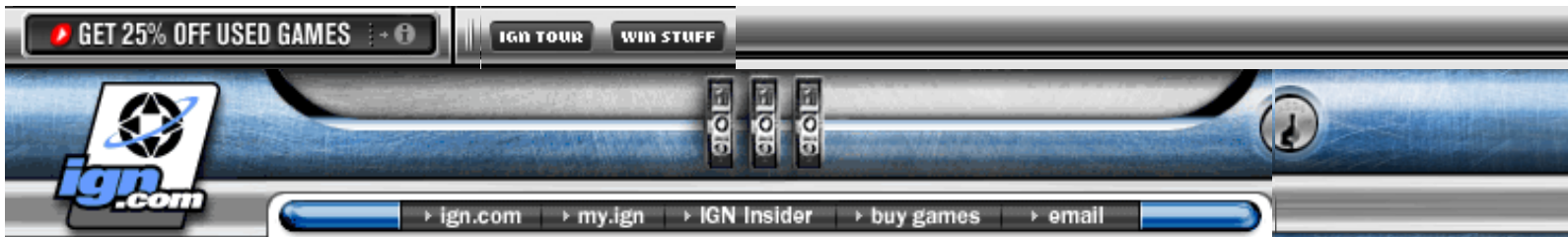
The super soldiers have a thick armor that can be knocked off, exposing them to more damage. When you've got distance on your side direct sniper fire to their heads and knock off their armor pieces. If you get their armor off you can ignite them with a flamethrower, which equates to certain death. In close you'll want something to equal their firepower--the Venom works great, or in some instances dynamite or a panzerfaust rocket.

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Walkthrough: Cursed Sands

Cursed Sands	Ominous Rumors	Dark Secret	Weapons of Vengeance
Deadly Designs	Deathshead's Playground	Return Engagement	Operation Resurrection

As BJ Blazkowicz, your first mission through the sands of northern Egypt will acquaint you with adversity. Relying first on your pistol you'll eventually build a fledgling arsenal of firepower, facing off against Nazis of various rank, and even encountering enemy zombies.

One: Ras el-Hadid

Objectives:

- Make your way through the village
- Destroy all radio equipment

This introductory mission should be a cinch, but make sure to locate all of the level's secrets to make the second stage a breeze.



Secret Area

The game will give you a brief hint at this secret--smash the wood and grab the loot.



Level Tip

Once you've found the first secret area, look for this door to continue your progress through the level.



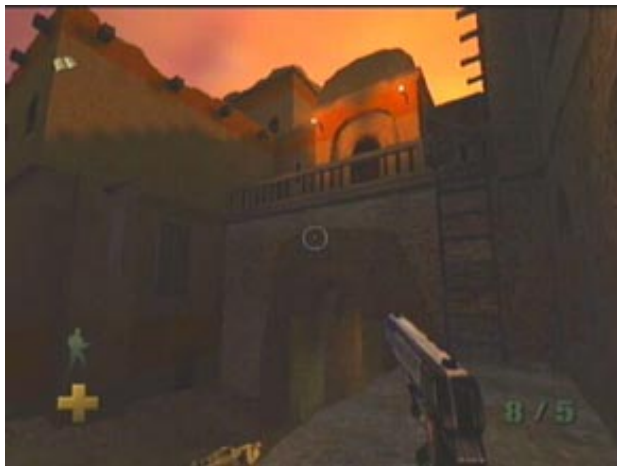
Level Tip

When you reach this outdoor area of the level a small squad of Nazis will spawn from below. Wait on this high platform and lure enemies up to *you*.



Secret Area

Once you've wiped out the Nazis outside, move down the stairs and move into one of the narrow halls. One of the walls is breakable, revealing some treasure.



Secret Area

After clearing out the outside area (mentioned above) climb this ladder and smash the box at the top revealing the final secret area.

Two: Inner City

Objectives:

- **Contact Agent One by radio**
- **Gain access to second courtyard**

The only real objective is to contact Agent One via radio. The secrets here are hard to discover, but we've got you covered.



Secret Area

In the first courtyard look for this boarded-off area. Smash it to locate the first secret area, and some nice goodies.



Level Tip

This is the radio by which you'll need to contact Agent One. After taking out the enemy next to it, activate the radio to complete the objective.



Level Tip

In the first courtyard enter this door, directly across from the locked gate. Eliminate the enemies to unlock the gate outside and continue to the next courtyard.



Secret Area

Within the room you enter from the first courtyard you can spot this *tiny* button on the backside of this counter. Press it to open an entrance to the second secret area.



Secret Area

Hitting the button behind the counter will open up this door in the back of the room, wherein lays your treasure.



Secret Area

Once in the second courtyard (after taking out the Nazis) you'll find this small ammo room. In the back of the room you can destroy this cabinet to reveal a secret area.



Secret Area

The final secret area is found behind this locked book case. To unlock it, activate the protruding book on the right side of the shelf (examine closely).

Three: Headquarters

Objectives:

- Contact Agent One by radio
- Infiltrate the Nazi Headquarters
- Obtain Nazi Documents

Closer to Nazi headquarters in Egypt, things start getting a little more exciting: more Nazis, more objectives, more ass to be kicked.



Secret Area

In the first hall, enter the door on your right and destroy the barrel and this wall to reveal the first secret area.



Level Tip

This is the radio with which you'll need to contact Agent One. Take out the Nazi in front of it (knife him) and activate the radio to complete the objective.



Level Tip

A little after contacting Agent One you'll run into a locked gate--proceed through a hall just beyond the locked gate, taking out the enemies, which unlocks the gate automatically.



Secret Area

Beyond the unlocked gate is a large courtyard with a ton of enemies--wait it out and Agent One will take out almost all of them. Afterwards locate this well entrance and bust it open for a secret area.



Level Tip

Beyond the courtyard you'll ascend some stairs, at the top of which is a room containing the Nazi documents you need for the last objective.



Secret Area

In the last room of the Nazi Headquarters look for this poster on the wall. Activate it to reveal a switch which opens a hatch on the other side of the room for the final

secret area.

Four: Ruins

Objectives:

- **Proceed through the ruins to the tombs entrance**

A simple run-through-it stage to your next locale, the fourth part of your first mission will pit you against a slew of Nazis bent on taking you out.



Secret Area

After you move from the initial area into a large courtyard there's a room to your left, in which a Nazi has his back to you. In the right corner of the room is a gas drum--shoot it a couple of times to unlock a secret area.



Secret Area

Once you've left the courtyard you'll enter a series of long halls. At the height of this upward slope, right at the corner leading to the next hall and the next area of the map, smash open this wall to reveal the second secret area.

Five: Ritual Chambers

Objectives:

- **Find an entrance to the tombs**
- **Gain access to the lower tombs**

Delving into the depths of the Egyptian tombs you're getting closer to the dangerous occult activities of the Third Reich.



Secret Area

Right near the beginning, in this courtyard, there's a ladder leading to the top of a tressel. Up there is a crate which can simply be reached into for the first secret area.



Level Tip

Once you enter the tombs you'll move through them for a while, unimpeded. Once you reach this large room, however, you'll be accosted by a squad of Nazis. Stay in your narrow hall and take them out slowly to stay alive.



Secret Area

From the large room in which you dispatch the number of Nazis, check the surrounding halls *before* you enter the elevator to complete the level. This secret area is in one hall, behind a breakable wall.



Secret Area

In another hall is this ladder with an enemy at the top. Take him out and climb the ladder. At the end of the following narrow hall is a button (to the left) which, when pressed, unlocks a secret to your right.

Six: Tombs

Objectives:

- Pursue Helga through the tombs
- Locate an exit from the tombs

Once into the lower levels of the tombs you'll begin to encounter something new. The Nazis have awakened buried spirits, and their physical force is demonstrated.



Secret Area

After you pass the first set of spikes you'll enter this room, wherein lays the first secret area.



Secret Area

On either sides of the main hidden door are bricks that can be depressed--press both to open the doors and unlock the first secret.



Secret Area

Further ahead look for this wall to break. It's in the corner of a long hall leading upwards.



Secret Area

Right after reaching a checkpoint you'll enter this room with a single Nazi waiting for you. Dispatch him and go to the right-most wall. There's a small button on the wall protruding, which opens the wall for a secret area.



Level Tip

Beware this set of spikes. The button to trigger them is on the ground in front of them. You can use the spikes to take out the zombie on the other side, and then jump on top of



Level Tip

After you dodge the spikes, look for this switch on the wall. It opens a gate below--flip the switch and jump down to complete the level.

the spikes and walk across safely.

Seven: Lower Tombs

Objectives:

Pursue Helga von Bulow

Eliminate all of Helga's "Elite Guards"

Locate Agent One

Your last run through Egypt's tombs (for now) and you're up against Helga's best. Her Elite Guards are more powerful and better with the guns than other troops, so be prepared.



Level Tip

In the first hall watch out for this switch that, when stepped on, activates a set of spikes that can skewer you alive.



Secret Area

At the end of the initial hall you'll reach a large room with some enemy troops. To the right is a hall that leads to a locked gate, next to which is this switch. Press it to open the first secret area on the other wall.



Secret Area

At the bottom of this room is a casket hiding your second secret area. To unlock it touch a button on this wall (left from where you entered the room) on the second level.



Level Tip

After the room with the casket secret, you'll enter some very low halls. At the end of one is this switch which when flipped will raise the floor of an outside platform. Run back to the casket room and go up the steps to cross into the next area.



Secret Area

Right as you hit the checkpoint you'll come across this wall which can be smashed out revealing a hidden room. At the back of the room is a secret treasure.



Level Tip

Watch out for this ground switch. It activates a set of spikes that drops from the ceiling. Move too quickly and you'll be crushed.



Level Tip

After taking out the Elite Guards you'll enter this room with a large pyramid at the end. At the top of the pyramid is a switch which drops out the center, letting you pass through to the level's end.

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Walkthrough: Ominous Rumors

Cursed Sands	Ominous Rumors	Dark Secret	Weapons of Vengeance
Deadly Designs	Deathshead's Playground	Return Engagement	Operation Resurrection

Your brief romp through Egypt was just a prologue to the real adventure here. In your second mission you'll break out from captivity and into the ominous Castle Wolfenstein.

Escape!

Objectives:

- **Escape the dungeon by any means necessary**
- **Locate the exit to the lower keep**

Agent One is toasted (literally) and you're left with nothing but a knife and pistol picked up from a fallen Nazi guard. There are tons of secrets areas--don't miss any.



Level Tip

Take out the first few guards with your knife, stealthily, and once you reach this radio room grab the MP 40 from the glowing-red corner.



Secret Area

Once you go outside (and into a spiraling tower) look for this area (next to the binoculars). A picture on the wall can be broken, revealing a secret area.



Secret Area

At the bottom of the spiraling tower you can break this boarded area to locate a second secret area.



Secret Area

From the spiraling tower, and out into an open courtyard, there is a door on ground-level that leads to this bunker. Between two of the bunks you can smash out the floor, revealing another secret area.



Level Tip

From the spiraling tower you want to find this room (with the secret area) and jump through this window to continue progress.



Level Tip

When you reach this room with a gaping hole in the floor, toss down a grenade without letting the Nazis down there spot you (otherwise they'll run). You'll take out a couple of

them without having to spend any ammo from your gun, or lose any health.



Secret Area

After you drop down, through this gaping hole in the floor, you can smash down the back wall to reveal a large room with some ammo, health, and most importantly, a secret area.



Secret Area

When you reach this room, notable for its gated fireplace, look just right of the doorway through which you entered. There's an unlit candle which opens up a hidden passage to the left of the fireplace, revealing another secret area.



Secret Area

In the very next room (right after the room with the gated fireplace) there is this secret, a small poster that when smashed in reveals another secret area.



Secret Area

In the final hall before the end of the level, there are two mock doorways. On one is a hidden switch that opens a hidden door on the other, revealing the final secret area.

Castle Keep

Objectives:

- **Locate tram entrance**

This long romp through Wolfenstein's castle keep will lead you back and forth, unlocking doors. With a mass of secrets to be found, this one can be tricky.



Secret Area

In the first room to your right you can access this secret area (above the fire place) by pushing a picture on the wall and hitting a switch. Bricks to the left of the fireplace will protrude, letting you jump to the secret.



Level Tip

When you see this switch you may not be sure what it does. Flip it and you'll open the gated door back in the room with the first secret area, revealing all sorts of goodies.



Level Tip

When you ascend the spiral stairs you'll enter a courtyard with a couple of locked doors. Head into the one with the red light above it.



Level Tip

Once you've cleared out what you can from entering the door (mentioned, left) return to the outdoor courtyard and ascend these steps, where again you'll clear the area to open the third door.



Secret Area

In the wine cellar, between two of the large wine barrels, there is a button that opens a secret area behind one of



Secret Area

After clearing out this area (you'll hear the guards yell "Protect zhee gold!") knock out this wall to reveal another

the wine cases on the wall.



Secret Area

In the same area as the previous secret, look for this explosive barrel. Set it off with a couple of rounds from your gun and it'll open up another secret area.

secret area.



Level Tip

Once you've cleared out the areas mentioned (left) this door becomes unlocked.



Level Tip

Once you clear out this area the final area of the courtyard will be unlocked.



Level Tip

This is the final door of the snowy courtyard that must be unlocked. Once it's open, enter it (and be done with this silly game design for now).

Tram Ride

Objectives:

- Restore power to the tram
- Escape from Castle Wolfenstein
- Meet Kessler in the village of Wulfburg

Your mission is simple, but finding the level's two secrets isn't. Follow the objectives along the way, and we've got you covered.



Secret Area

At the top of the tram's path, enter the control room and smash out the leftmost window, allowing you to jump out to a ledge on the left.



Secret Area

From this ledge, jump onto the top of the control room's cage. Smash the grate on the wall revealing the first secret area.



Level Tip

From the first area, at the top of the tram lift, go downstairs and pull this lever to restore power to the tram.



Level Tip

When you reach the first tram stop climb up the tower, and back down on the inside of the tower. Open the hatch below and enter the small room to reveal a switch, redirecting the tram to the lowest level.



Secret Area

When you reach the lowest area of the tram ride, go inside the gated area and flip this switch, unlocking the door to the second secret area.



Secret Area

Once you've hit the switch, return outside. This area with the small light in the corner (see it!?) is where you need to go. Jump over the handrail onto a narrow path along the

walls to reach it.



Secret Area

At the end of the narrow path is a pole you can climb, at the top of which is this area. Open the little door at the end revealing the second and final secret.

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Walkthrough: Dark Secret

Cursed Sands 	Ominous Rumors 	Dark Secret 	Weapons of Vengeance 
Deadly Designs 	Deathshead's Playground 	Return Engagement 	Operation Resurrection 

Beyond the Castle Wolfenstein, and without your partner Agent One, you're left alone to handle the dirty work of uncovering the evil deeds of the Third Reich's SS Paranormal group.

Village

Objectives:

- Infiltrate the village through the secret passage
- Locate the archaeological dig site

This village isn't quite as big as it seems; many of the paths twist around to form confusing loops.



Level Tip

When you first step outside, enter the door to your left and head upstairs. At the end of the hall is this gun emplacement. Mount the gun and watch for the hall directly across as enemies pile out--mow 'em down.



Level Tip

Look for this bridge and the small passage underneath. This obscure path leads to the rest of the level and its two secret areas.



Secret Area

The first secret area is on this distant balcony. Jump onto the handrail, and continue jumping your way to the balcony where some health packs lay.



Secret Area

Just beyond the first secret area you'll find a room with a few Nazis hanging out. On one of the walls is this bookcase, with one protruding book. Activate it to open up a staircase in the center of the room, revealing a secret area.



Level Tip

When you reach the archaeological dig site you'll find some explosives around back. Set one in front of this building and run. Once it explodes the exit to the stage is revealed.

Catacombs

Objectives:

- **Locate Professor Zemph's journal**
- **Pursue SS Paranormal personnel through the catacombs**

Delving deeper into frightful explorations of the Nazis you'll make your way into the catacombs...a claustrophobic arena of zombies and other menacing beasts.



Level Tip

As you approach this hole you'll view an unfair match--a pack of undead creatures against a measly few Nazis. Stay up top until all of the Nazis are dispatched, letting the two feuding parties do as much damage as possible.



Secret Area

In the room below the hole through which you jump, look for this unlit torch. It's one part of a few that unlocks a secret area at the end of the level.



Level Tip

When you reach this pit of spikes, jump across to the other



Secret Area

From the bottom of the spike pit, go through this tunnel--in

side and break the wall. On the other side is a switch which reveals a second switch (on the opposite side of the pit, now) that drops the spikes, allowing you a safe jump to the bottom.

the far back corner is an unlit torch, which is another part of the multi-switch secret area.



Level Tip

As you exit the tunnels you'll re-enter this hall with a newly unlocked path. Take the path directly ahead to progress through the level, or take the other paths to grab any health or ammo packs you may have left behind.

Level Tip

As you enter this room with a few Nazis make sure to grab the journal from the table to complete the first mission objective.



Secret Area

When you enter this room, notable for its four coffins, look for this unlit torch, the last part of the multi-switch puzzle.

Secret Area

In the same room with the four coffins, there is a wall in the back with a protruding brick. Press it, and make your way to the narrow walkways outside where a door has opened revealing a secret area. The switch is timed, so hurry.



Secret Area

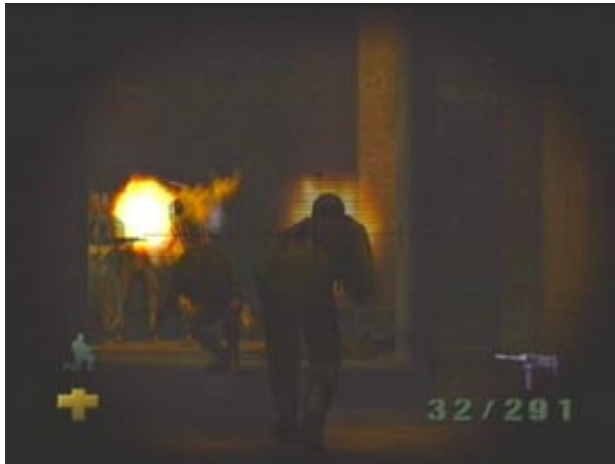
Granted you activated the three unlit torches throughout the level, in the final room, on either side of the fire, these small areas will be opened revealing the final secret areas.

Crypt

Objectives:

- Navigate the catacombs to the Wulfburg Church entrance

Within the crypt you'll experience more of what the Catacombs brought you: zombies. There are two secret areas to locate, and here's how to find them.



Level Tip

When in the halls and you encounter Nazis fighting zombies, let them be for as long as you hear gun shots. The fire has ended, head into the play cleanup.



Secret Area

Shoot down this ank (be careful to not let it fall on you) to reveal a passage to the first secret area, filled with tons of health and ammo.



Level Tip

Once you reach the end of the first path (past the fiery zombies) you'll hit a switch that opens up this door-- backtrack to where you exited the first secret area to find it.



Level Tip

Here are three short halls with switches at the ends. Activate all three to lower the center platform allowing access to the top floor. Avoid the booby traps in the halls.



Secret Area

To get into this secret area (found at the top of the room just previously mentioned) you must activate the three switches in a certain order. First hit the switch in the hall with the spikes that drop from the ceiling, then from the hall with the spiked pit. Finally, hit the switch at the end of the hall guarded by saw blades, and this passage to the final secret will be open.



Level Tip

Once you activate the button in this room, shielded zombies will emerge and fire will come from the walls. Stay within the center area and do your best to fend off the zombies without stepping into the flames.

The Defiled Church

Objectives:

- Infiltrate Wulfburg Church
- Pursue Helga von Bulow to the ruined cathedral
- Eliminate all of von Bulow's personal "Elite guards"

Despite a long list of mission objectives, this run through the church is a straight-forward one. With only one secret area, you won't have to worry about searching too hard.



Level Tip

When you enter this main church hall (right after you hear Helga give orders to dispatch more elite guards, and after a checkpoint) stay low and take cover. There are tons of elite guards and even some paranormal baddies.



Secret Area

The level's only secret area can be found here, in the upper level of the main church hall. Go to this balcony and jump to the other side where you'll find the treasure.

Dagger of Warding

Objectives:

- Eliminate Helga von Bulow
- Retrieve the "Dagger of Warding" for further study

This stage in the Dark Secret mission will have you ready to fighting Helga herself...but she takes on a considerably more devilish form than what you've yet seen.



Level Tip

When Helga first comes out she's accompanied by a frenzied spawn of enemies--retreat to this area for a safe firing alley, and restock ammo when needed.



Level Tip

When fighting the fiendish Helga herself use these pillars to your advantage. Run around them, and anytime Helga stops to summon ghost attacks move to the other side of the pillar, cutting off her strike.

**Level Tip**

Keep taking potshots at Helga by jumping out from around the pillars and she'll eventually fall. Watch out, though--as she dies more enemies spawn.

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Walkthrough: Weapons of Vengeance

Cursed Sands	Ominous Rumors	Dark Secret	Weapons of Vengeance
Deadly Designs	Deathshead's Playground	Return Engagement	Operation Resurrection

In these open grounds you're about to meet your new best friend: the sniper rifle. The many open-air locations for the next few stages will give you slight break from the cramped quarters of the castle and catacombs, and fighting more humanly opponents.

Forest Compound

Objectives:

- Infiltrate supply compound
- Stowaway aboard supply truck bound for rocket base
- Ensure that no alarms are sounded
- Recover OSA M1S "SNOOPER" rifle

You won't have to get too friendly with any of your opponents here--let your sniper rifle do the work. And always be ready to take out any enemy reaching to sound the alarm.



Level Tip

At the end of the initial run through the forest, look to the ground for this parachuted-down silent sniper rifle.



Secret Area

Beyond the sniper rifle is this small building. Take out the guards and climb up to the top level of the cottage. From there you can jump onto the roof, and enter this hole on the opposite side, giving you access to the first secret area.



Secret Area

As you approach the open area with the two watch towers find this bridge. On the bottom side of the bridge is a hold with some treasure, and another secret area.



Level Tip

Approaching the main compound area you really need to be careful of guards with an itching urge to sound the alarm. Be silent, or be deadly.



Level Tip

On the left side of the compound is this open window. You can climb up into it, breaking into the compound secretly.



Level Tip

Do *not* kill this guard. He is the guard that is able to open the door for the cargo truck. If he dies the mission is over.



Secret Area

Behind the room you enter by climbing through a window is this area. Jump on the crates to get onto the top of the wall. Then jump onto one building top and tight-rope it across to the other building. Drop down into it for a secret area.



Secret Area

Within the secret area you drop into is some hidden treasure. Fire on these white canisters to break open the crate, revealing your treasure.



Level Tip

To complete the stage enter the rear of this cargo truck. If you kept all of the alarms mute you'll have completed all of the stages objectives.

Rocket Base

Objectives:

- **Locate Main Control Room**
- **Terminate launch of V2 rocket**
- **Locate exit and proceed to the outer compound**

Feel like blowing something up? In this mission you'll infiltrate a Nazi rocket base to detonate a secret rocket before they get a chance to launch it. In situations like this, time is not on your side.



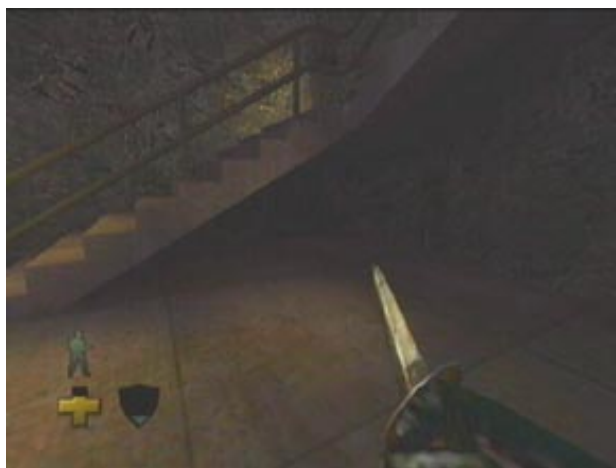
Secret Area

Early in the stage you'll go down an elevator. At the bottom of the elevator get out and send it back *upwards*. As the platform rises it will reveal this passage to the first secret area.



Level Tip

As the countdown for the rocket launch begins *hurry*. Continue proceeding forward until you reach this room. Hit the button on the control panel to detonate the rocket early and spoil the launch.



Secret Area

After the rocket has been exploded you'll run through some shadier areas of the compound. Below this staircase you can knock out the rock wall to reveal a secret area.



Secret Area

Very near to the end of the level you'll find this room. Hit the button on the underside of the table, and then slash the map on the wall behind you. You'll reveal a small door that was unlocked by the button.



Level Tip

As you exit the room with the last secret area you'll reenter this hall, from the beginning. The door to the left is now



Level Tip

To exit the stage, locate this small grate that must be smashed out.

unlocked and is your path to escape.

Radar Installation

Objectives:

- **Locate and destroy MVX-mk1 radar array**
- **Locate entrance to X-Aircraft facility**

If you had fun with large explosives in the last mission, get ready for more. Your main objective here is to locate the radar dish and its control room. Plant some dynamite and take cover.



Level Tip

At the beginning of the level you'll find this gun turret overlooking a wide hall. Mount the turret and watch as Nazi after Nazi piles through the large hall, and gun 'em down.



Secret Area

In the second open area of the level you'll find this warehouse-looking building. Enter the building, and in the back-corner you can ascend some crates to find the first secret area.



Secret Area

In this room, just after the corridor from the first secret, you can knock out a grate in the floor leading to a secret area full of goodies.



Level Tip

Right across from the secret area is this ammo room. On a low shelf are three charges of dynamite, which you'll need to successfully take out the radar array.



Secret Area

As you exit the halls, coming up from grabbing the dynamite, you'll find this area. In this room, just lying on the tables, are two pieces of treasure.



Level Tip

Once you find the radar array set some dynamite inside and run for cover.

Air Base Assault

Objectives:

- Gain access to "Kobra" launch silo
- Prep "Kobra" for launch
- Capture "Kobra" and fly to OSA airbase in Malta

The Germans are cooking up something new--the "Kobra" jet plane is experimental, and it's your task to hijack one and bring it back to base.



Secret Area

As you go down into the main airfield there are four hangars. In between the left couple is this small box which can be opened, revealing a secret area.



Level Tip

To leave the initial airfield climb this watch tower and hit a switch to lower (slowly) the huge air base door.



Level Tip

Once inside the air base you'll find a couple of switches. First activate this yellow switch to initiate the launch preparation.



Level Tip

A little further into the air base is the red switch, which fuels the "Kobra." After you exit the room be on the watch for paratroopers--they're heavily armored and pack some mean guns.



Level Tip

Once the yellow and red switches have been activated, head outside and ascend this long stretch of narrow staircases. At the top you'll find the final, green switch.



Level Tip

Once the "Kobra" is ready for launch, return to the halls where you flipped the first two switches and go through this now-opened doorway.



Secret Area

In the last room of the level, look to the back corner. Above some computer equipment is a small grate which can be busted, revealing the final secret area.

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Walkthrough: Deadly Designs

Cursed Sands	Ominous Rumors	Dark Secret	Weapons of Vengeance
Deadly Designs	Deathshead's Playground	Return Engagement	Operation Resurrection

You're not saving any Private Ryan, but these next few levels through ruined cities will conjure memories of WWII movies. Every corner could hide a sniper, so watch out.

Kugelstadt

Objectives:

- Eliminate panzergrenadier team
- Escort the captured Panzer safely to the SWF complex
- Aid Kreisau Circle in safe defection of SWF scientist
- Gain access to SWF complex

Your main focus here is escorting the stolen Panzer tank through this ruined city. Beware snipers from every corner, and listen carefully to the instructions from your allies.



Level Tip

As the tank stops and pulls back he asks you to take out the Nazi with the panzerfaust. He's hiding in this hole in the wall--snipe him out.



Secret Area

In this area, behind where the panzergrenadier was, is where you'll find the first secret area.



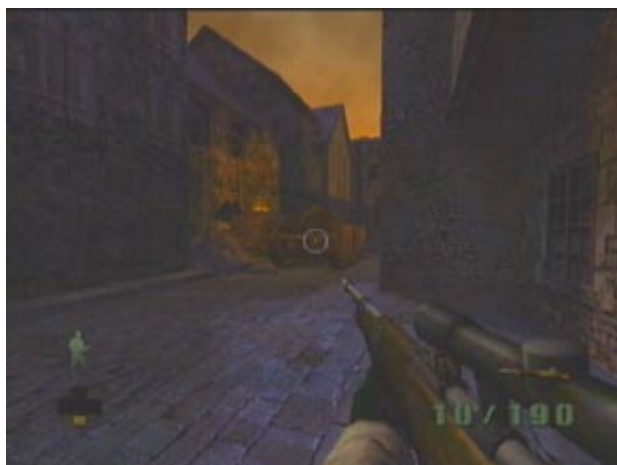
Secret Area

On the one wall is a fiery hole. To access the secret you'll need to jump into the hole and past the fire (it's not too dangerous) and up onto some loose boards.



Level Tip

Once you get to this area (you'll hear some chatter from your allies) you need to help defend the SWF scientist. Be quick about taking out the Nazis here, or the scientist will be caught in the crossfire.



Level Tip

Once you save the SWF scientist return to where the tank was. He's cleared out the barbed wire, and is ready to



Secret Area

Near the end of the level you'll enter this large room. Jump onto these fallen beams and then jump to the crumbled

continue.

upper floor. You'll find the last secret there.

The Bombed Factory

Objectives:

- Infiltrate the Kugelstadt weapons factory
- Obtain "Venom Gun" Project Book

Through absolute ruin, you'll make your way through this stage hunting for documentation on the Venom gun, a powerful, handheld mini-gun.



Secret Area

Right at the top of the ladder you use to get out of the sewers is this door to your left. There's a switch on one side that raises it, revealing the first treasure.



Level Tip

Be careful of this small path in the initial ruined courtyard. Go through the path and you'll be staring down the barrel of a Nazi's mounted machine gun.



Level Tip

To deal with the mounted machine gun run out into the small courtyard and run for the wall directly below the gunner. First deal with the Nazis in the area to your right.



Level Tip

Behind this military vehicle is a small grate. Smash it and head down into the sewers that lead to some health packs. Be ready to take out some Nazis in the sewers, first.



Secret Area

In this room with the blown-out floor look for some destructible barrels. Blow 'em out to expose a secret area.



Level Tip

To continue through the level, jump across this gap in the blown-out floor. There's a door that leads to the rest of the stage.



Level Tip

Once you get out to the rooftops you'll need to jump across to this ledge to proceed through the level.



Level Tip

Make sure to grab these documents from the table to complete the level's objective. This office-like corner is in the upper area right after you jump across rooftops.

The Trainyards

Objectives:

- Gain access to the main warehouse complex
- Locate the primary lift and proceed to the SWF

Another sniping fest, your romp through the train yards will make you paranoid around every corner. The simple run through has a few well-hidden secrets.



Level Tip

On the other side of these trains is a large door that leads to the main warehouse. Beware, though; on the other side is also a group of Nazis.



Secret Area

At the back corner of the train yard there's a ladder leading to a roof top. Go up the ladder and you can jump on top of the train cars. There's a hole in one of the car roofs, leading you to a secret area.



Level Tip

Through this door first comes a group of armored Nazis. After they're gone and you enter through the door, two mutated dogs barge through the same doors--bearing not teeth, but machine guns.



Level Tip

After taking out the hellish dogs you'll enter a hall with a door leading to another hall. In this room hit the switch to open a door.



Level Tip

The door opened by the switch is this one, with the yellow light above. Just go back into the hall from where the dogs



Level Tip

When you get to the large room with the catwalks, make your way to the upper catwalk. At the far end is a switch

came and you can continue through the level.

which opens the door directly beneath.



Secret Area

From the upper catwalk, jump to this other side with the chopped-off bridge. There's a door that covers a secret area...and a few Nazis, as well.

Secret Weapons Facility

Objectives:

- **Locate Deathshead's U-boat pen**
- **Obtain information on Deathshead's destination**

Diving into a secret Nazi facility you'll chance upon one of their classic big guns: the U-boat. Watch for the complex secrets, and the strange x-creatures.



Secret Area

At the bottom of the elevator you start in is this room. Some canisters on the wall can be exploded with a few rounds of fire, revealing a secret area and some goodies.



Secret Area

After your first encounter with a few x-creatures you'll find this pen with a locked-up creature. Release it and kill it, then knock out the wall in the back to reveal another secret area.



Level Tip

After the first encounter with a few x-creatures you'll reach this room with some switches. One of them drops metal panels on the floor above, forming a bridge to the other side of the upper level.



Secret Area

When you reach this area with a small pool in the center dive into the water and you'll find a tiny entrance behind the pipes. It leads to some narrow passages



Secret Area

Once you reach the secret area through the underwater passage, you'll enter some red-lit tunnels, at the end of which is this wheel. Turn it to unlock the next secret area.



Secret Area

Once you've turned the wheel, jump down to the area directly beneath you--you've been here before. The pool is now filled with water. Swim into it, and through the tunnel. On the roof of the tunnel is a small passage you can swim into for the last secret area.



Level Tip

Once you reach the U-boat pen you'll need to reach the far

side, on the other side of the water. Use stairs to go to an upper level, then cross a bridge and jump down to this secluded patio. On it are some explosive canisters that reveal the exit.

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Walkthrough: Deathshead's Playground

Cursed Sands 	Ominous Rumors 	Dark Secret 	Weapons of Vengeance 
Deadly Designs 	Deathshead's Playground 	Return Engagement 	Operation Resurrection 

Ready for something truly twisted? The Nazi's are cooking up some devilish monsters in their labs, and you can bet it's your job to take 'em out.

Ice Station Norway

Objectives:

- Breach "X-Labs" outer compound
- Gain access to main secure lab area

You're cold, but you're not disarmed. Packing all your firepower, this brief romp through the frigid areas of Norway will get you closer to the Nazi's greatest horrors.



Secret Area

As you cross the first snow field and enter the complex's gate, look to the right for this building.



Secret Area

Run around behind the building within the compound. In the back is a small entrance to the first secret area.



Secret Area

After exiting the large building at the back of the gated area, you'll enter another snowfield. On the left is a guard tower--move towards it and climb the hill to the left. Then make your way back to the building to reach this secret area.



Level Tip

When you reach the huge wall that blocks off the rest of the ravine, use the hills on the left to reach the top of the wall and prepare for a firefight.



Level Tip

From the wall just mentioned, move left and you'll reach this tall hill. From it you can snipe the entire ravine below,



Level Tip

To open the metal gate, leading to the last part of the level, locate and hit this switch within the small building on the

and enemies climbing the ladder to your right won't be able to get you.

right.



Level Tip

To proceed from the first room in the final garage blow out this wall. It opens a path that leads to the level's end.

X-Labs

Objectives:

- Find any documents related to Operation Resurrection
- Find Entrance to "Uber Soldat" gestation area

If you missed the electrified butts of x-creatures past you're in luck. Facing off against familiar creatures and new ones alike, you'll uncover some things best left alone.



Level Tip

In the room where you see a pack of ravenous x-creatures take out a group of Nazis are the documents you need to achieve one of the mission's objectives.



Secret Area

In these many halls is this wall (normally there would be a cracked yellow sign here). Smash out the sign and smash in the wall. A button will be revealed which opens a secret door just to the right of the button.



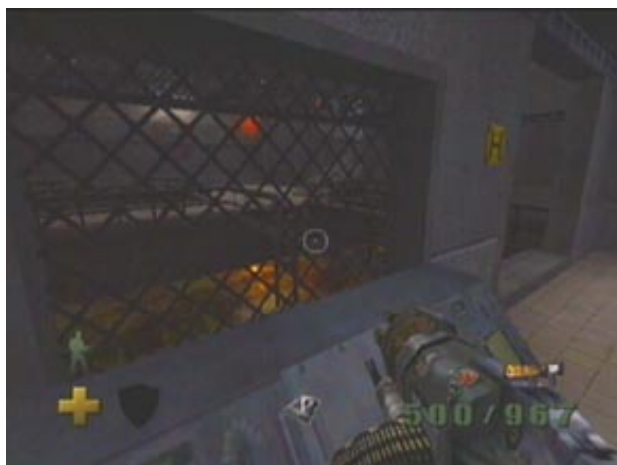
Secret Area

In the underwater segments don't surface right away (except for air). Instead continue through the tunnels and you'll eventually emerge within a secret area, and your first encounter with a super soldier.



Level Tip

This is the secret area you'll enter from the water, and as you'll soon realize it isn't the safest place to be. You'll encounter a super soldier--lure him partway into the room then drop some dynamite at his feet and run.



Level Tip

When you reach this area, with the yellowish liquid pool, go into this small control room to open up the large door revealing two super soldiers.



Level Tip

To take out the super soldiers most effectively stand here at the corner and toss in some grenades (bounce them off the walls). Each soldier will take about three to kill.

Super Solider

Objectives:

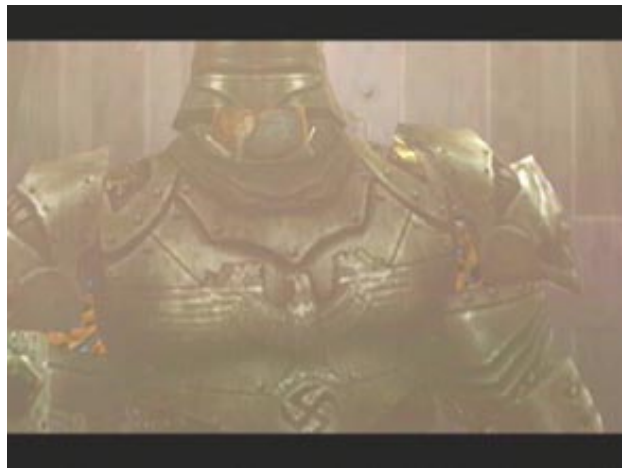
- Pursue Deathshead to the "Uber Soldat" Test Lab
- Eliminate Deathshead's "Uber Soldat"
- Locate exit and proceed to the surface

The evil Deathshead reveals his pride a joy: the Uber Soldat. Potentially a lethal force, with the right tactics it can be dealt with quickly and painlessly.



Level Tip

Whatever you do, do *not* enter this room. There is nothing in there of interest except some gruesome images...and a whole lot of deadly stuff.



Level Tip

This is the Uber Soldat. Killing him is your only option. With machine guns, rocket launchers and burning electricity attacks, he's a force to be reckoned with.



Level Tip

To defeat the Uber Soldat quickly, have one EMP device and two dynamite charges. Charge the beast and activate the EMP as you get close to it. Then drop two things of dynamite *directly* at its feet. Run for cover and watch as the giant falls hard.

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Walkthrough: Return Engagement

Cursed Sands	Ominous Rumors	Dark Secret	Weapons of Vengeance
Deadly Designs	Deathshead's Playground	Return Engagement	Operation Resurrection

It's back to Castle Wolfenstein for BJ, but not before traversing dangerous paths through hordes of Nazis. These more complex level layouts hide great secrets, so be always on the lookout.

Bramburg Dam

Objectives:

- **Get across the Bramburg Dam**
- **Locate the road to the village of Paderborn**

The dam is closed off to even fellow Nazis. Easy to believe, then, is when your arrival is met with opposition.



Level Tip

Right away you'll be confronted by some Nazis, but your biggest concern is the locked gate. Move to the back of the watch tower for a ladder that'll let you pass.



Level Tip

When you're within the dam you'll reach this long hall with no way out. Fire a few rounds into these canisters to blow out the wall and let you proceed.



Secret Area

Right after you blow out the wall you'll reach this elevator. Activate the elevator to send it up, but stay off and access the secret area below.



Secret Area

Near the end of the level you'll find this secret area. Jump onto the broken areas of the wall and locate a hatch on the ground, leading to the secret area.



Level Tip

To open the final gate, just locate a switch that's on a wall inside the small building next to it.

Paderborn Village

Objectives:

- **Eliminate Personnel**
- **Ensure alarm is not sounded**
- **Gain access to Chateau Schufstaffel**

Through the complex corridors of Paderborn Village you'll have to keep on your toes. One false move could sound the alarm, ending your mission.



Secret Area

After the first checkpoint you'll find a home that's seemingly useless. At the top there is a bed, at the foot of which lies this chest which can be destroyed.



Secret Area

After the first secret area you'll find this small door. It's locked, but the lock can just be broken off by hitting it, releasing the secret area.



Secret Area

As you exit the second secret area you'll enter this corridor, at the end of which is a sniper in a window. There's a pipe you can climb to reach the window, and another secret.



Level Tip

Make sure you stop by this hotel to take out one of the personnel members. And do *not* kill any innocent bystanders.



Level Tip

In this room are two guards--take them both out silently, and quickly! Any audible gun fire will sound the alarm.



Secret Area

Within the wine cellar is one large barrel of wine with a protruding spout. Activate the spout to open a hidden door just left of it.



Secret Area

Near the end of the stage you'll walk in on another personnel member. Behind him is a picture of Hitler--destroy it to reveal a switch which opens a door on the opposite wall.

Chateau Schufstaffel

Objectives:

- Eliminate General von Shurber
- Locate rear exit of the Chateau

There's little that's less obnoxious than the wealth of dictatorships. Making your way through this mansion you'll be reminded.



Secret Area

Within the main foyer of the chateau look on the front wall opposite the stairs. There's a picture of Hitler (high up) which can be shot out, revealing a button you'll also shoot. It opens a door under the large staircase, revealing a secret.



Secret Area

In the room to the right of the staircase is this podium. There are a few bars of treasure just lying on the table.



Level Tip

When you reach this balcony you can jump across the ledges to reach the other side, where you'll find General Von Shurber.



Level Tip

Once you've taken out von Shurber return to the outdoor balconies where you can find this ladder leading to the roofs.



Secret Area

When you reach this open area of the chateau, after dropping through the roof, locate the fireplace at one end.

There's a hidden switch on one side that opens up to reveal a secret area.

Unhallowed Ground

Objectives:

- **Locate Site of "Anointing Ceremony"**
- **Destroy all Super Soldiers**

Hopefully you missed the Super Soldat because you're about to be reunited. At the end of this brief level outside the chateau you'll face off against two of the monsters.



Secret Area

Atop the first small hill is a cottage with bad floor boards. Kick them out and jump down to reach the first secret area.



Secret Area

Not far beyond the first secret is this decimated building with more flimsy flooring. Kick it out for the secret.



Level Tip

When facing the two Super Soldiers use the environment to your advantage. You can get a good distance away and just pelt them with sniper fire, or maneuver around the broken pillars and toss grenades and other fire.

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Walkthrough: Operation Resurrection

Cursed Sands	Ominous Rumors	Dark Secret	Weapons of Vengeance
Deadly Designs	Deathshead's Playground	Return Engagement	Operation Resurrection

The Nazi Paranormal group is up to something sinisterly grotesque. These last missions through Castle Wolfenstein are frightening...but if you survived the X-Labs even the Castle itself should pose no threat.

The Dig

Objectives:

- Pursue SS Paranormal Division Operatives through the dig site
- Locate alternate entrance to Castle Wolfenstein

You'll head through crumbling excavation sites in search of an alternate path into the Castle. Watch your step or you'll plummet do an embarrassing end.



Secret Area

The right side of this bridge (the first you encounter) can be climbed. From the top of this beam you can spot and jump to the first secret area.



Level Tip

Beware rounding this corner. As you poke your head through a Super Soldier will advance towards you. Weaken it with sniper fire to the head until it's too close, and then finish it with the Venom.



Level Tip

As you climb this ladder you'll notice a Super Soldier on the other side of the metal grating. You can fire potshots through the metal, and stay completely safe.



Level Tip

Be on the lookout for this broken wall with an explosive barrel next to it. You'll need to knock out the wall with an explosion to proceed.



Secret Area

For the final secret area you'll again need to resort to blowing up barrels. This one knocks out the wall behind,

revealing the secret.

Return to Castle Wolfenstein

Objectives:

- **Locate the entrance to the main dig site**

You're on your way to the main Nazi excavation site. No one ever thought that what you'd find there you'd rather never encounter.



Level Tip

In the first cramped quarters there's a switch on one wall that opens a door on the opposite side of the room.



Secret Area

As the zombies crawl from their graves they'll give you a hint for a secret. Look in one of the grave spaces for some treasure.



Secret Area

Under this stair set are some metal bars that can be smashed to bits. Head through the passage for a secret area.



Secret Area

When you reach this outdoor area, move along to the far-right area and use the fallen wooden beam to ascend to the roof and drop down a hole for a secret area.

Heinrich

Objectives:

- **Destroy Heinrich I**

This is it--the final confrontation, and the only thing standing between you and playing *Wolfenstein 3D*. But don't worry--it's not nearly as hard as it should be.



Level Tip

Before entering the main battle ground where Heinrich waits you can pick off some of his minions with sniper fire.



Level Tip

When facing Heinrich himself, run circles around him while dodging his summoned creatures. The Venom gun is especially recommended for taking him out.



Congratulations!

When Heinrich coils back like this you know you've done your work. With the ultimate goal of the Nazi Paranormal research squashed, the operation is closed.

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Multiplayer

As if a robust single player campaign wasn't enough, *Return to Castle Wolfenstein's* multiplayer aspect adds an entirely new touch. Check out some tips for the objectives on each map--knowing what to do can score you huge points, rather than just killing people mindlessly.

Assault

Objectives:

- Defend/Destroy the Radar Tower
- Defend/Destroy the Warehouse Door
- Defend/Destroy the Gate Hatch
- Hold the Gate Area

On this map the Axis are on the attack--all three of the targets are to be destroyed, though destroying *just* the radar tower alone will give the Axis the win.



Objective

This is the radar tower which the Allies must defend at all costs. The Axis must try to destroy it.



Objective

This warehouse door can be exploded by an Axis engineer for good points, giving better access to the radar tower.



Objective

This area has both the gate hatch which the Axis can destroy, as well as a flag that either team can hold.

Base

Objectives:

- **Destroy/Defend the North Radar**
- **Destroy/Defend the South Radar**

With the Allies on the offense the Axis have to keep on their toes on Base. The Allies can have engineers plant explosives at either of the two radar towers, scoring big points and potentially winning the match.



Objective

This is the north radar, the easier to get to. Set some explosives and defend them before the Axis can defuse the bomb.



Objective

This is the south radar. From the north radar move south (looking at your compass) to locate the radar.

Beach Invasion

Objectives:

- Destroy/Defend the Sea Wall
- Steal/Defend the War Documents
- Transmit the War Documents
- Capture the Forward Bunker

The Allies have landed on the beach, and in a scene from Normandy are after a set of documents. The Axis must defend their base and the documents at all costs.



Objective

The Allies can have an engineer set explosives to blow up this door, giving an entrance to the forward bunker. Axis soldiers can drop from above to disarm the dynamite.



Objective

On the right side of the sea wall is a cracked area that can be destroyed by Ally dynamite charges.



Objective

This is the forward bunker. When the Allies have control of it spawning teammates will start here instead of on the beach.



Objective

The war documents are on this table deep within the Axis base.



Objective

Once the Allies have the war documents they simply need to bring them to this room, where they can be transmitted, winning the game.

Castle

Objectives:

- Destroy/Defend the Coffin
- Steal/Defend the Obelisk
- Escape with the Obelisk
- Destroy/Defend the West Gate
- Destroy/Defend the Hallway Gate

The Axis will have to work hard to defend all their bases--with so many options for the Allies to strike, it's an uphill battle.



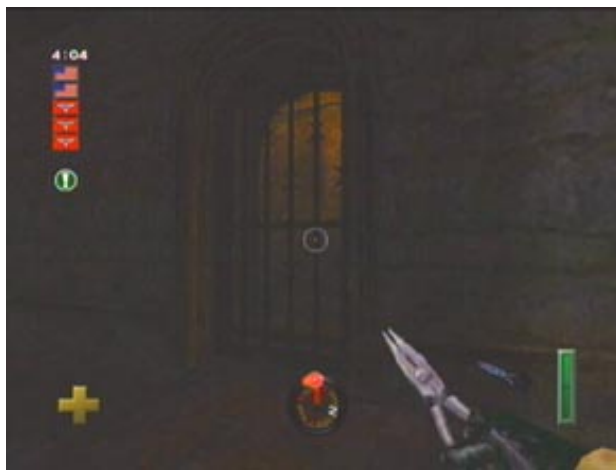
Objective

The West Gate can be destroyed to give Allies a faster route to the coffin where the obelisk lies.



Objective

Have an Allied engineer set dynamite on the coffin to blow it up, revealing the obelisk.



Objective

This is the Hallway Gate, which can also be destroyed by an Allied engineer, making for a sly escape to the truck.



Objective

For the Allies to win they'll need to get the obelisk back to their spawn point and to the back of this truck.

Depot

Objectives:

- **Destroy/Defend the Anti-Aircraft Gun**

There's a huge anti-aircraft gun the Nazis are hiding atop a cliff, and the Allies want it taken down.



Objective

At the top of this steep cliff is where the anti-aircraft gun is hidden. Allies attack, Axis defend.



Objective

For the Allies to win they'll have to have an engineer set an explosive charge near the anti-aircraft gun and detonate it.

Destruction

Objectives:

- Capture six control points

Both teams have the same goal--control all of the points. If one team controls all of them simultaneously they win.



Objective

Run around and locate the six control points scattered throughout the ruin.

Ice

Objectives:

- **Defend/Steal the Allied War Documents**
- **Transmit the War Documents**

The Axis are after certain war documents under control by the Allies. To win the match they need to just grab the documents and return to base.



Objective

The Allied war documents are unsafely stored here, atop the large building and within this small, broken room. The Allies must defend them, and the Axis must grab them.



Objective

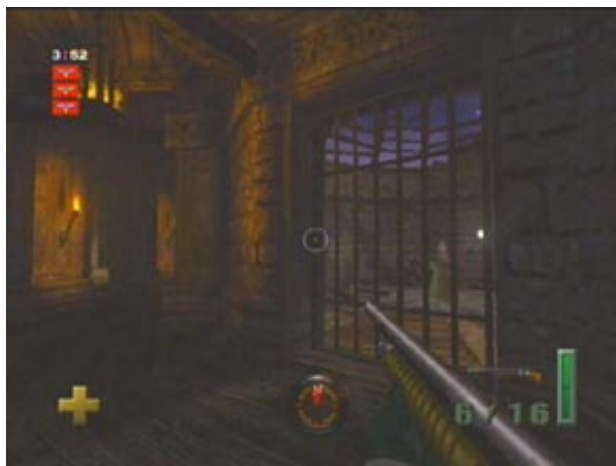
Once the Axis have the war documents they need only to bring them back to their spawn point and into this radio transmitter room. The Allies must stop them.

Keep

Objectives:

- **Breach/Defend the Roof**
- **Steal/Defend the Sacred Obelisk**
- **Escape with the Sacred Obelisk**

The Allies are breaking in to usurp the Axis' sacred obelisk. With the Axis on defense their backs are to the walls--but the Allies don't win unless they get that obelisk.



Objective



Objective

These two gates right outside the pedestal for the obelisk can be blown away by an Allied engineer. It's the only way to get to the obelisk.

This is the sacred obelisk--Allies must grab it, and the Axis must defend it.



Objective

Once the Allies have the obelisk they need to bring it to this getaway truck. It's in the main courtyard, at the gate.

Norway

Objectives:

- **Steal/Defend the War Documents**
- **Escape with the War Documents**

In a secluded city in Norway the Axis have a set of valuable war documents. The Allies must grab them and get away, while the Axis do all in their power to stop them.



Objective

Within this building the war documents lay guarded. The building is in the southeast corner of the map.



Objective

It's the duty of the Axis soldiers to defend these documents as the Allies push their way towards them.



Objective

The Allies have the war documents in hand they must bring them back to their spawn point at the docks to win the match.

Sub

Objectives:

- Destroy/Defend the Axis Submarine
- Destroy/Defend the path to the Submarine
- Capture the Central Access Room

Within a Nazi base hides a German U-boat. The Allied army wants it taken out.



Objective

An Allied engineer can destroy this door, giving quick access to the sub. You can bypass the door entirely through the red tunnels to the right.



Objective

This is the sub that the Allies want destroyed. Have an Allied engineer set explosives near the center of the sub to win the match.



Objective

There's a second wall which, too, can be breached via Allied engineers and their dynamite.



Objective

A small flag in this corner can be captured for additional points.

Trainyard

Objectives:

- **Defend/Destroy the Allied Operations**

The Allied operations are the target of the Axis attack. With just one objective both teams are hell-bent and focused.



Objective

This is the target of the Axis assault. Get an engineer to lay down some dynamite and guard it long enough to detonate. With narrow corridors it won't be easy.

Trench Toast

Objectives:

- **Capture six control points**

It's a different sort of capture-the-flag: it is each team's goal to control all six points at the same time, and to defend the ones they've captured.



Objective

The six control points are split with half on one team's side of the map and the other mirrored on the other team's side.



Objective

One point is located to the right of each base, one on each elevated area in the center, and one on each side of the central battlefield.



Objective

You score points by touching each flag, and if one team manages to have control of all six at the same time they win.

Village

Objectives:

- **Destroy/Defend the Crypt**
- **Steal/Defend the Gold**
- **Return the Gold**

Perhaps the Allies are just getting greedy. On this map it's their goal to thief the Axis gold and return it to

their escape vehicle.



Objective

Within this crypt is where the gold lays hidden. Have an Allied engineer set a dynamite charge at the base to blow open the crypt.



Objective

With the crypt walls destroyed the Allies can jump in and grab the gold from the ground.



Objective

The goal for the Allies is to get the gold from the crypt to the escape truck, just right of their main spawn area. Successfully do so and win the match.

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Secrets

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