



Figure 1: Mission Inspiration Image [1]

Wolfenstein: The New Order Level Design Document - Super Soldier R&D Facility

Version 1.0

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Quick Summary

This is a level and mission for the single-player FPS, *Wolfenstein: The New Order*. In it, Blazkowicz and the resistance group make a targeted strike against the Nazi's Super-Soldier Research and Development Facility on a remote island in the Mediterranean. There he discovers that the Nazis have created a new kind of cybernetic super soldier, one with considerably more mobility than those the resistance has encountered thus far. It is in Blazkowicz's hands to get valuable information on the super-soldier program and then sabotage the facility and make his escape.

Hook

Robotic Action: The mission starts with a conventional *Wolfenstein* stealth section, Blazkowicz infiltrating this R&D facility and performing reconnaissance, but once he finds the robotic exoskeleton legs, the tone of the adventure changes heavily.

NEW GAME MECHANIC – ROBOTIC EXOSKELETON LEGS: Using this machinery, Blazkowicz's combat maneuverability increases many fold. He can jump higher and further, run faster, and take more hits, all while still having access to the same plethora of weapons he always does. He eventually wields an RPG launcher that gives him some extra firepower in the final arena, where he duels some heavy robots using the new combat mobility that the exo-legs offer him.

Setting Summary

Theme	1960s Nazi Research and Development Facility
Mood	Grim, Tense, Violent
Time of Day	Pre-Dawn into Sunrise
Weather	Overcast

Mission Difficulty

Position	Difficulty	Reasons
Beginning	3	The level starts with a stealth section, some of the easier material in the game, though players can make it more difficult by not assassinating the Commander units who will call in reinforcements.
Middle	5	The level opens up to larger combat arenas with many enemies; difficulty would scale with gameplay settings, but being in the latter half of the game, things are starting to get challenging.
End	7	The player gains access to new equipment towards the end, so enemy encounters are made more difficult with a new kind of unit. The level ends with the player combatting two boss robots seen in an earlier level.

(Scale: 1-10, 1 is Easiest and 10 is Hardest)

Mission Metrics

Play Time	0.75 to 1.5 hours, depending on pace, difficulty setting, and exploration
Critical Path	Approximately 560 m or 0.5 km
Physical Area	Approximately 13,000 m ² or 13 km ²

New Gameplay Features

Robotic Exoskeleton Legs (Exo-Legs)

The main new feature of the mission is a pair of robotic legs that Blazkowicz gains access to in the second half of the level. Some Nazi super-soldiers are also equipped with these robotic legs, and they are described below. Blazkowicz is not trained in using these, nor does he have the cybernetic implants to take full advantage of them, but he does find a fair amount of utility when strapping himself in.

Movement Capabilities: When jumping normally, Blazkowicz gains around 5 meters of height. When making a sprinting long jump, Blazkowicz's jump length is about tripled. He moves slightly faster by default, and almost twice as fast as his base sprint speeds when sprinting. He can no longer crouch or power slide, however, and must use head-height cover to protect himself in combat.

Combat Capabilities: Blazkowicz's upper half is not limited by using the legs, and thus he has normal access to all of his weapons, as well as the ability to pick up health, ammo, and armor. While using the legs, his maximum armor capacity is doubled. He also has a new melee attack that replaces his knife attack, wherein he kicks out directly and sends normal humanoid targets flying. This attack has a much smaller effect on super-soldiers or larger robots.

Jumpers

These Nazi super-soldiers have had the exo-legs cybernetically connected to their bodies to provide increased maneuverability, especially compared to other cybernetic soldiers in the Nazi army. These enemies have better mobility than what is described above, being better trained in using their cybernetics.

Movement: The AI of the game is naturally a fair bit more limited than Blazkowicz in its creativity in using this feature. These soldiers can jump around the battlefield using a predefined node system. They are predominately present in exterior spaces (only one appears in an interior space), making this system easier to manage and their massive leaps around the battlefield all the more epic.

Combat: The Jumpers are equipped with assault rifles, and their upper bodies are only enhanced by additional armor on their torsos and arms. When they are killed, they drop assault rifle ammunition. They have about twice the health of a Fire Trooper, and their mobility makes them harder to hit at times.

RPG Launcher

This is a new weapon exclusively available for this mission. It launches rocket-propelled grenades that deal somewhat heavier damage than the under-barrel rocket launcher that Blazkowicz unlocks in the mission following this one. He utilizes it at the same time as the exo-legs towards the end of the mission.

Level Summary

Context

This mission takes place between Chapter 11 (U-Boat) and Chapter 12 (Gibraltar Bridge). During the U-boat mission, Blazkowitz discovers information about the Nazi Super Soldier program, finding diagrams of biologically enhanced soldiers, as well as the location of the core Research and Development facility.

There is also evidence of a new and more versatile robot exoskeleton in progress, a project that offers powerful mechanical legs (“Exo-Legs”) that can be used to improve maneuverability (especially compared to the slow-moving robotic super-soldiers encountered thus far).

Learning more about how the soldiers are made could provide critical information for how to fight them, and sabotaging the facility would set back Deathshead’s progress. The resistance group decides to use the stolen submarine to make a stop by the facility hidden on an island off the coast of Italy.

Mission

Blazkowitz finds a sewer tunnel to pierce the outer perimeter of the facility. His first objective is reconnaissance to figure out more about the super soldier program. After he breaks into the lab where Nazi prisoners are tortured into becoming enhanced soldiers, the sick reality Blazkowitz discovers fuels his desire to bring the entire compound to the ground before these soldiers can be used in defending Deathshead’s compound and other key targets.

Breaking into the engineering bay, Blazkowitz puts the Nazi compound on high alert, and he must hold back waves of soldiers and fight his way to the equipment garage. Once he clears the garage out, he rigs an improvised explosive out of available material, equips himself with a pair of the exoskeleton legs, and starts to make a run for it. Unfortunately, this leads him out into a training area where some of the soldiers outside are also equipped with these robotic legs (aptly called “Jumpers”). Blazkowitz must deal with them while knowing the explosion is about to go off behind him.

Once Blazkowitz defeats the soldiers outside, the bomb in the garage goes off. He manages to take cover, and a chain reaction of explosions conveniently blasts out an escape route. Keeping the robotic legs, Blazkowitz jumps his way over a destroyed bridge, up a series of low cliffs, past a Nazi watchtower and the guards that defend it, trying to get his way back towards the coast and his allies awaiting him.

Blazkowitz’s path leads him directly into the large robotics staging area where he is surprised by the few Nazi robots stationed on the island. This is the last obstacle he must overcome, aided by the versatility of the robotic legs and the RPGs he can find along his path and across the arena.

Aftermath

The Nazi facility is successfully decimated by the surprise assault on their R&D wing, and Blazkowicz makes his way back to the U-boat so the resistance can move on to their next mission. In final stretch of his escape, however, the robotic legs are damaged beyond repair, not allowing Blazkowicz to take the tool further into the game's later missions. Since this project had not quite gotten off the ground, the resistance group does not have to deal with soldiers using the Exo-Legs moving forwards.

Objectives

- Infiltrate the Nazi R&D facility
- Get a biological sample from the super soldier program
 - Find the super soldier testing lab
 - Unlock the hatch to the containment cell
 - Climb into the containment cell
 - Take a blood sample from the unconscious super soldier
- Investigate the cybernetics engineering hall
 - Defeat the Nazi soldiers in the engineering hall and crew barracks
 - Take the diagrams and research documents
- Escape the Nazi R&D facility
 - Defeat the soldiers in the equipment garage
 - Rig an improvised explosive to destroy the facility
 - Steal a pair of robotic exoskeleton legs
- Fight back to shore to escape the island
 - Clear out the training area
 - Cross the destroyed bridge
 - Travel up to the watchtower
 - Head down the cliffs towards the shore
- Clear the robotics staging area and leave
 - Fight off the Nazi soldiers
 - Defeat the giant robots

Overview Maps



Figure 2: Interior of Nazi Super-Soldier R&D Facility



Figure 3: Rear Exterior of Nazi Super-Soldier R&D Facility

Level Walkthrough

Interior Area A-1 – Office Wing



Figure 4: Environment Reference [1]

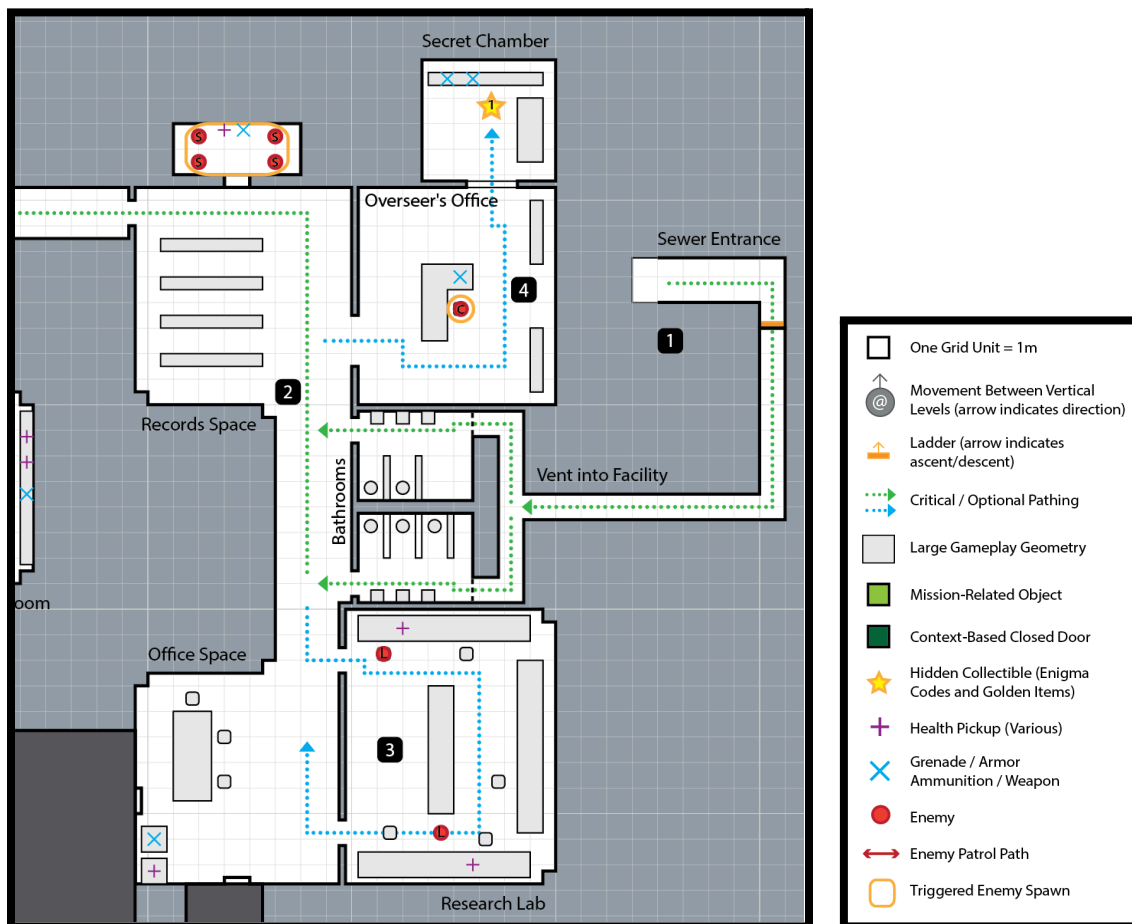


Figure 5: Interior A-1, Detailed Map and Key

Enemies

L – Nazi Scientist; c – Nazi Commander; s – Nazi Soldier. There is a Commander in the office and two Nazi scientists in the research lab. There is a spawnable squad in the closed-off hallway (upper left section of the map), described under Step 4. The scientists are a variant of the soldier unit, wearing lab coats and equipped with handguns.

Items

Initial Player Loadout: Blazkowitz makes his way into the Nazi R&D facility with nothing but a pistol, the LaserKraftWerk (laser gun), and his trusty knife.

Weapons/Health: There are health pickups in the Research Lab, a throwing knife in the Overseer's Office, a throwing knife and armor in the Secret Chamber, and some standard health/armor crates in the Office Space. A laser recharge station is positioned in the hallway by the Records Space.

Secrets: Step 4 describes how to access a hidden chamber in which there is the first Enigma Code collectible on the map.

Gameplay

- 1) Blazkowitz makes his way through the sewer entrance below to the facility, finding a convenient set of air ducts that lead him into the empty bathrooms.
 - a) He must use his laser to cut through the vent grating and gain full access to the facility.
 - b) At this stage, Blazkowitz's radio picks up a nearby Nazi Commander in the overseer's office just next door to the restrooms.
- 2) Once in the hall, Blazkowitz must figure out how to make his way to the actual super soldier containment lab. There are some optional areas to explore as well.
- 3) This smaller lab is where the Nazis do their research into biology and cybernetics. Two startled Nazi researchers can be found within, which Blazkowitz might choose to dispatch stealthily.
- 4) The Nazi Commander sits calmly at his desk overlooking some papers and listening to a recorded experimental report on a tape player.
 - a) If Blazkowitz catches the Commander's attention before dispatching him, the squad down the hallway will spawn and spring an ambush. On the commander's desk is an extra throwing knife for use in stealth combat.
 - b) There is a hidden lever below the Commander's desk, which Blazkowitz can pull to open a secret wall. Behind this is access to the first set of Enigma Codes hidden in the level, as well as another extra throwing knife and some armor.

Reference Images



Figure 6: Nazi Soldier [3] and Nazi Commander [4]

Interior Area A-2 – Front Desk and Supply Room

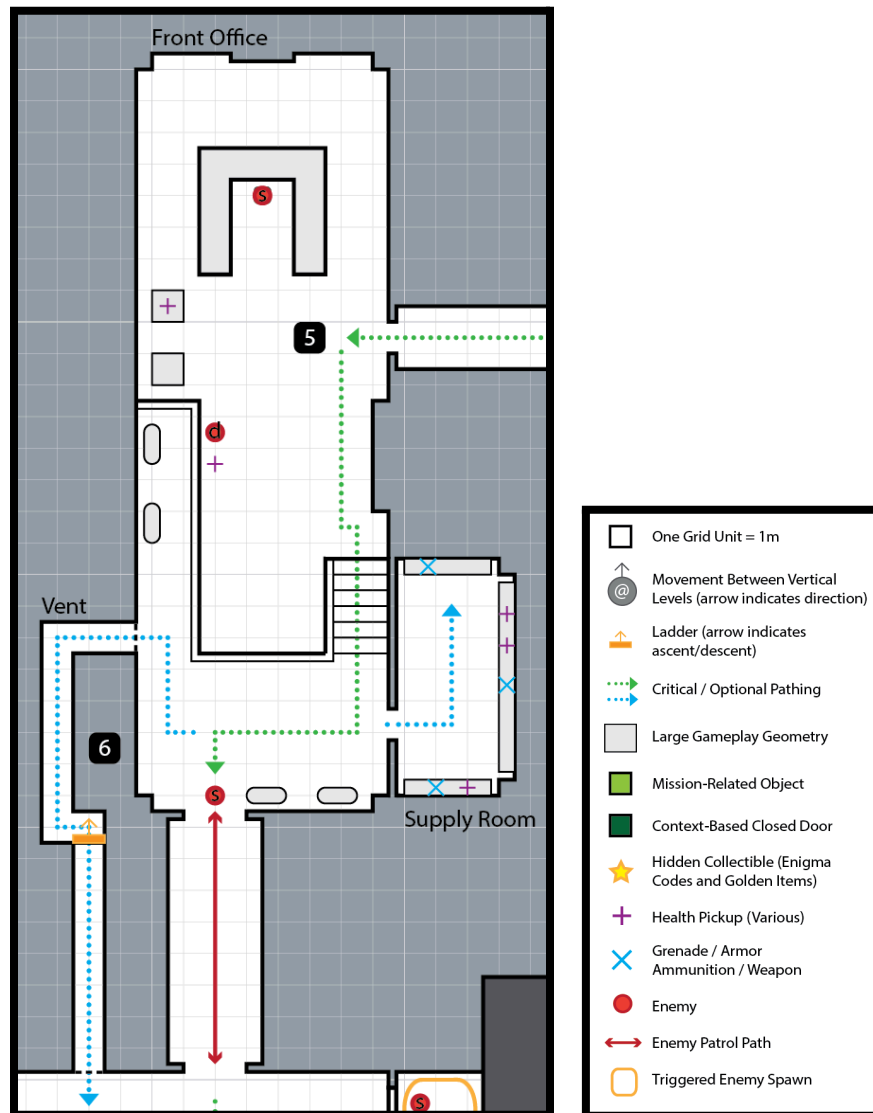


Figure 7: Interior A-2, Detailed Map and Key

Enemies

s – Soldier; d – Kampfhund (cybernetically enhanced guard dog). There is a guard posted, but sleeping, at the front desk, as well as a snoozing kampfhund behind him. Up the stairs and across the balcony is a patrolling Nazi soldier.

Items

Weapons/Health: In the front office, there is a crate with food, a food dish for the guard hound. Up in the Supply Room are large and medium health and armor pickups as well as some pistol ammunition. A laser recharge station can be found in the Supply Room as well.

Secrets: There is a vent grate at Step 6 that players can use to stealth into the next room.

Gameplay

- 5) Finding the only open door available, Blazkowicz heads into the front office area of the facility.
 - a) A single Nazi soldier snoozes at the desk and can be easily assassinated, though Blazkowicz should be careful of the sleeping hound below the balcony.
 - b) Blazkowicz's radio picks up the Commander that is in Interior B-2 (page).
- 6) At the top of the stairs is another patrolling Nazi soldier.
 - a) To Blazkowicz's left is a supply room with some scraps of ammunition, armor, and health.
 - b) To his right, he can use his laser to cut his way into a vent to enter the next area stealthily.

Reference Images



Figure 8: Kampfhund [5]

Interior Area B-1 (Floor 1) – Super-Soldier Research Lab



Figure 9 – Environment Reference [6]

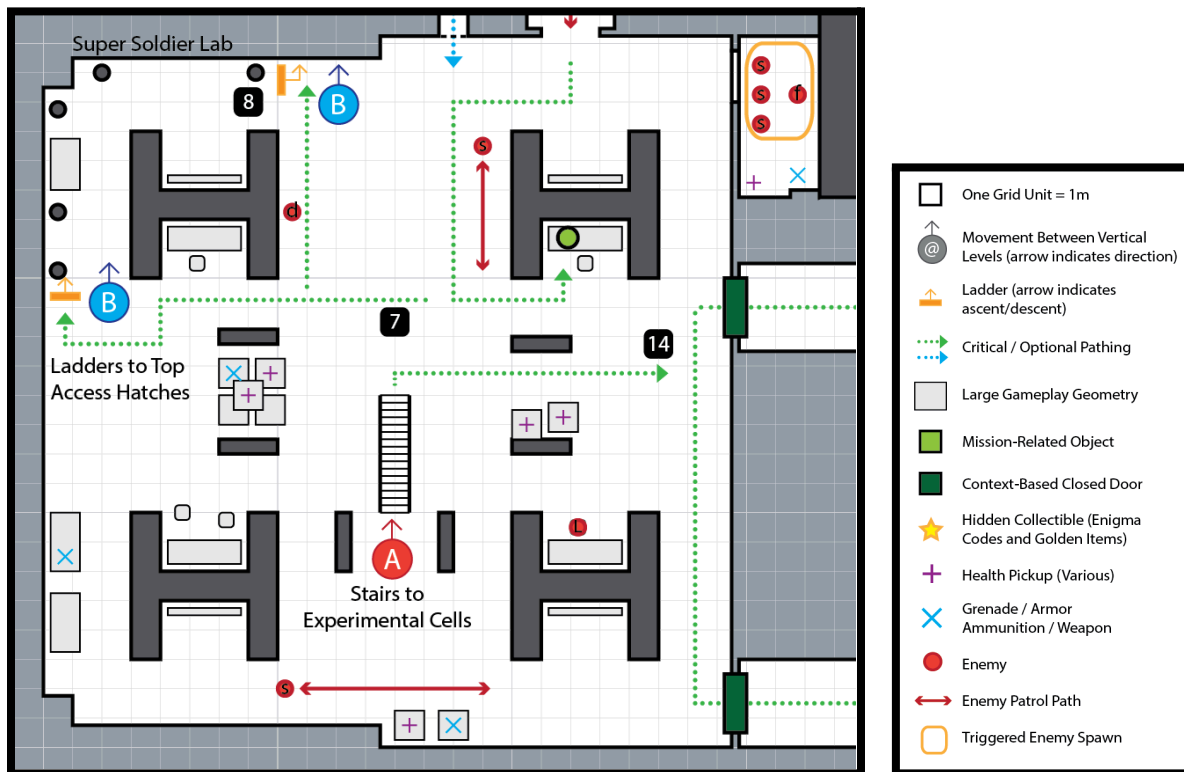


Figure 10: Interior B-1, Detailed Map and Key

Enemies

L – Scientist; s – Soldier; d – Kampfhund; f – Nazi Fire Trooper. Two Nazi soldiers patrol the first floor, a lone research sits at his desk, and a kampfhund snoozes next to one of the console bays. On the second floor (page), there is a Commander overlooking the lab. If the Commander's alert is triggered, one squad will spawn from the closed-off stairway (upper right of map), including three soldiers and one Fire Trooper (a soldier in heavy armor with an automatic shotgun).

Items

Weapons/Health: There are crates about the lab with small health and armor pickups, as well as an assault rifle lying across a table (bottom left of the map). There are two laser recharge stations positioned in the back of the lab area on the first floor.

Gameplay

- 7) On entering the super soldier lab, Blazkowicz can look up to see the raised containment/observation cells in which the super soldier candidates are held. On this first floor is a variety of computers and monitoring equipment that is not being actively looked after now.
 - a) The soldiers, researcher, and kampfhund can be dispatched stealthily or otherwise.
 - b) On the second floor (B-2, map on page), there is a Nazi commander pacing the pathway. If he notices Blazkowicz, the squad in the stairwell will spawn and assault Blazkowicz in the lab.
 - c) There is only one occupied containment cell—clear from its lights being on and the equipment below being active while. The other three cells are inactive and empty. Blazkowicz finds a switch that will unlock the upper hatch on top of the occupied cell.
- 8) Once the hatch is unlocked, Blazkowicz makes his way up a ladder to the third floor (B-3, map on page), which will give him access to get a sample from one of the super soldiers.
- 14) (continued from Steps 9-13 on the above floors, next page) Sample collected, the resistance decides that the best course of action is to get some final data on the robot exoskeleton material in the engineering hall and then make their escape. Blazkowicz pulls a level to open the closed doors leading to Interior C-1, putting the soldiers inside on alert.

Reference Images

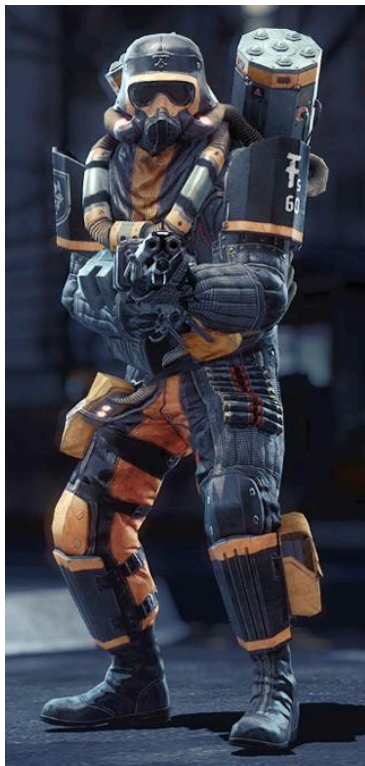


Figure 11: Nazi Fire Trooper [7]

Interior Area B-3 (Floor 3) and B-2 (Floor 2) – Super-Soldier Observation Cells

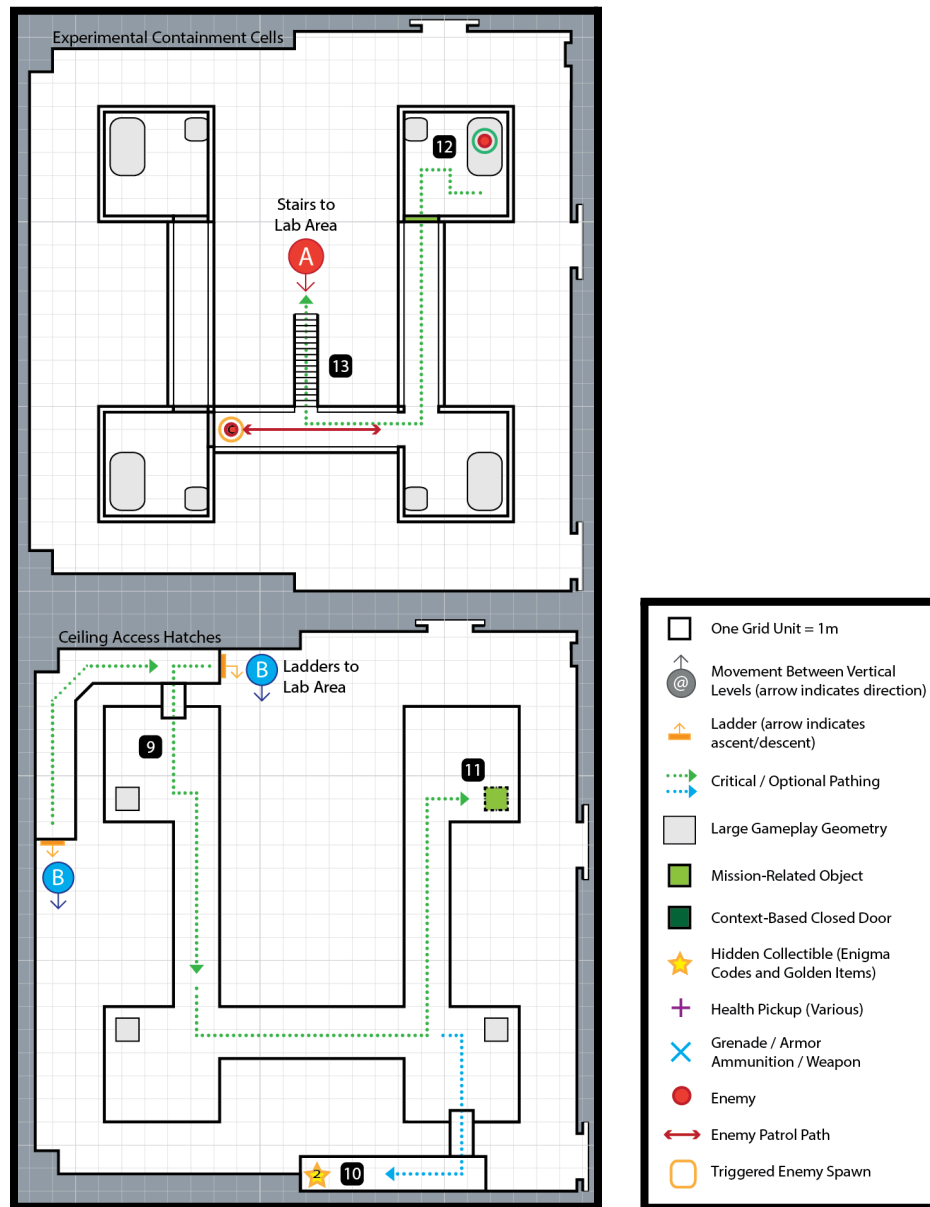


Figure 12: Interior B- 3 (Left) and B-2 (Right), Detailed Map and Key

Enemies

c – Commander. There is a commander patrolling the second floor walkway; if he is put on alert, the spawns shown in Interior B-1 (page) will trigger. The super soldier in the cell at Step 12 is unconscious and not hostile.

Items

Secrets: The first golden collectible is resting on the scaffolding in Interior B-3 at Step 10.

Gameplay

- 9) Making his way up a set of ladders, Blazkowicz climbs onto the tops of the containment cells to enter through one of the access hatches.
- 10) There is a hidden item on a set of scaffolding across the way; this is the first golden collectible item.
- 11) The access hatch is wide open and Blazkowicz can climb down into the containment cell.
- 12) Dropping down into the cell triggers a cinematic sequence in which Blazkowicz looks over the unconscious super soldier candidate.
 - a) He reports into his resistance allies and they discuss the soldier as he collects a blood sample. They note that the subject is an amputee, and they speculate that this makes him a good candidate for the cybernetics the Nazis are experimenting with, such as the Exo-Legs. They also wonder if these soldiers are *forced* into being amputees for the program.
- 13) Blazkowicz opens the cell door from within, then makes his way back down using the stairs, finding that the doors to the empty cell next to him are open and give him access through.
- 14) (Seen on map for B-1, Floor 1 on page).

Interior Area C-1 (Floor 1) – Engineering Hall and Armoury

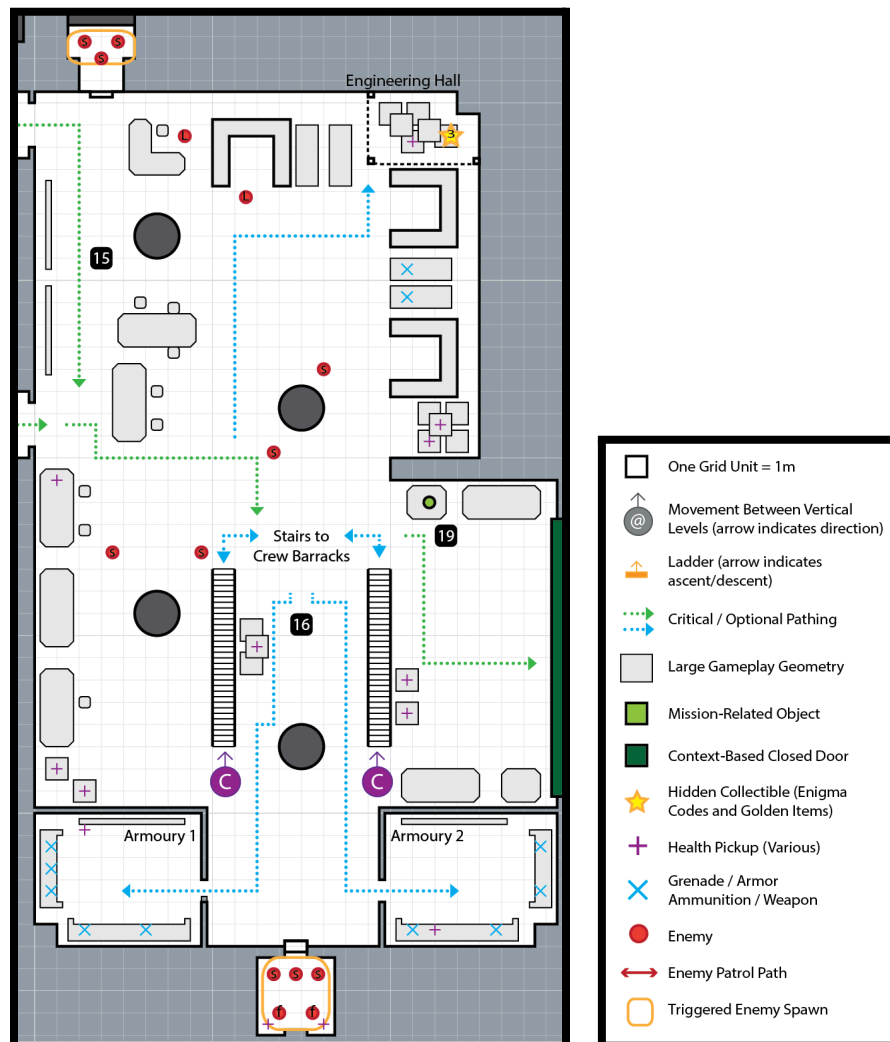


Figure 13: Interior C-1, Detailed Map and Key

Enemies

L – Scientist; s – Soldier; f –Fire Trooper. The first floor engineering hall is dotted with Nazi soldiers prepared for a fight. There are also some on the second floor (C-2, page), and they will fire down on Blazkowicz from above.

In the back of the hall next to the armories is a group of reinforcements with two heavy soldiers, and at the front of the hall (top of the map) is a smaller group of reinforcement soldiers. These squads will spawn once about half of the soldiers in the area are dispatched (including those on the second floor).

Items

Weapons/Health: There are two automatic shotguns left resting out on tables in the engineering hall, as well as a lot of supply crates with health pickups. The armories are equipped with assault rifle and shotgun ammunition, as well as large armor pickups and a marksman rifle. There are two laser recharge stations, one positioned in the equipment area at the top of the map, one near the garage door.

Secrets: In the top-right of the map is a fenced off area. Blazkowitz can use his laser to cut into this area and find the second set of Enigma Codes on the map.

Gameplay

- 15) On entering the engineering hall, Blazkowitz has to deal with a full on Nazi assault. There are soldiers and researchers on the first floor, as well as a contingent up on the barracks level firing down on him from the balconies above.
- 16) It is ideal to move towards the back of the room and the armouries, a route that will protect Blazkowitz from the balconies and provide him a stash of gear.
- 19) After clearing everything on the second floor, Blazkowitz is free to explore the engineering bay.
 - a) Blazkowitz can find the hidden enigma codes behind the fence.
 - b) While there are no cybernetic exoskeletons available here, activating one of the consoles by the garage door will trigger a cutscene.
 - c) He discusses his findings with the resistance over the radio. They encourage him to take the documents in the area and do what he can to destroy the facility. They note that the nearby garage should have equipment and explosives available.

Interior Area C-2 (Floor 2) – Barracks



Figure 14 – Environment Reference [8]

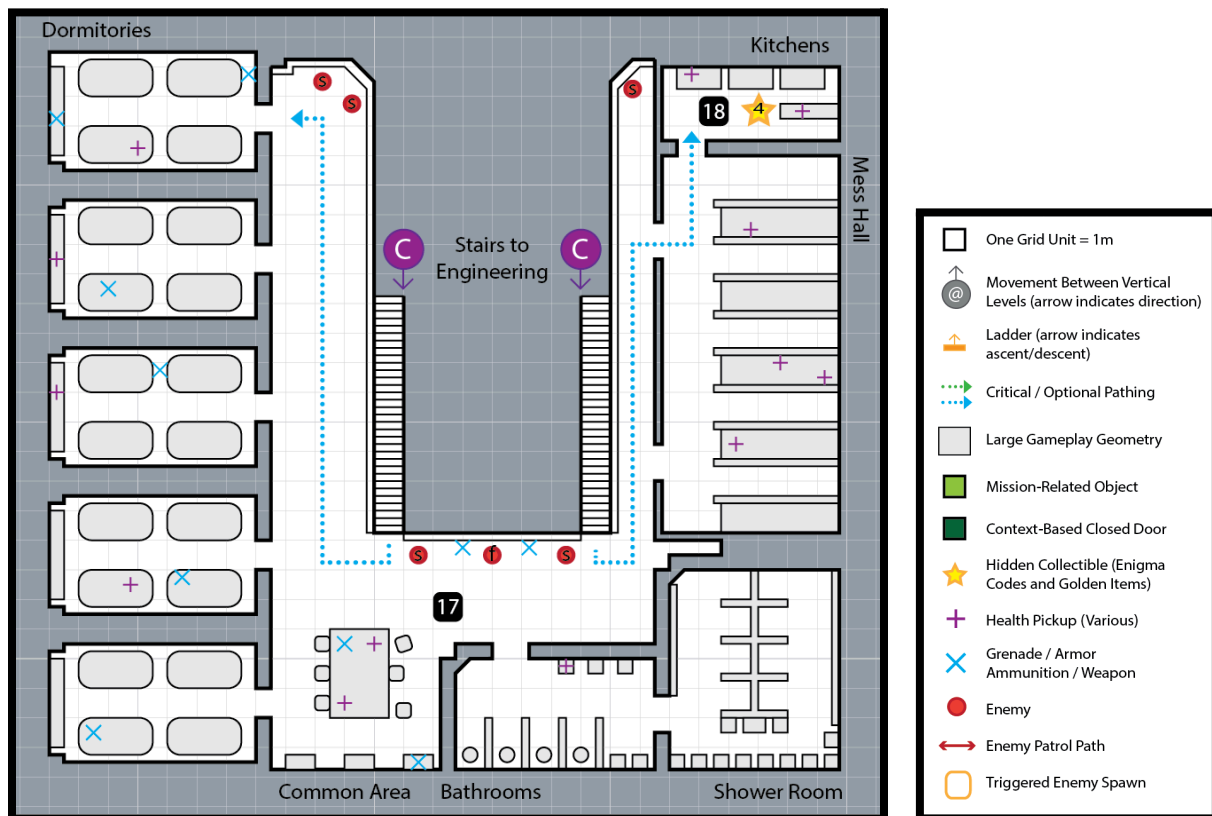


Figure 15: Interior C-2, Detailed Map and Key

Enemies

s – Soldier; f – Fire Trooper. Four regular soldiers and one Fire Trooper overlook the bannisters of the balcony and fire down onto the engineering bay below. No reinforcements will spawn from this area.

Items

Weapons/Health: Marksmen rifles and ammo rest by the bannisters of the balcony. Elsewhere in the barracks area, there is ample health and armor, as well as some assault rifle ammo. There is a laser recharge station on the wall in the common area.

Secrets: In the top-right of the map is the kitchen, where the second golden item collectible is hidden.

Gameplay

- 17) The second floor is not necessary to the critical path, but it may be easier to take out the soldiers above or below by gaining some upper ground.
- 18) The second golden collectible is hidden in the back of the kitchens.

Interior Area C-3 – Equipment and Vehicle Garage



Figure 16 – Environment Reference [9]

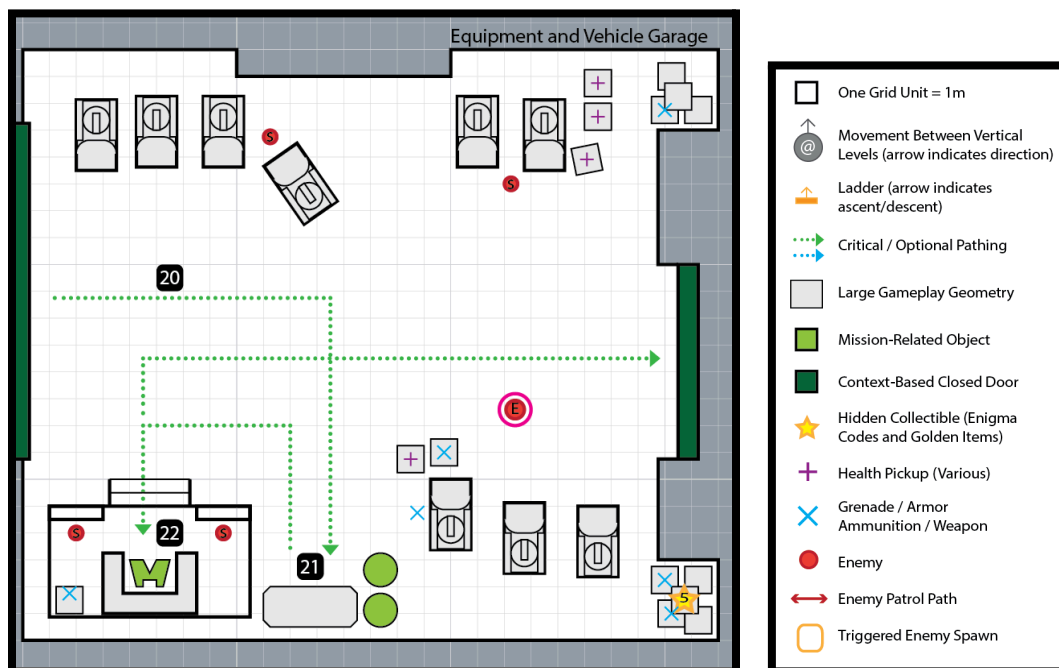


Figure 17: Interior C-3, Detailed Map and Key

Enemies

s – Soldier; E – Jumper (Exo-Leg Equipped Super-Soldier). The first Jumper that Blazkowitz encounters awaits him in the garage, along with a few soldiers.

Items

Weapons/Health: There are basic crates with health and armor scattered about. There is also a fair amount of shotgun ammunition on the platformer in the lower left of the map. There is a laser recharge station on the raised platform where the exo-legs are waiting.

Secrets: In the bottom, right-hand corner of the map is the last set of hidden Enigma Codes shoved under the edge of a crate.

Gameplay

- 20) On entering the garage, Blazkowicz must deal with one of the exo-leg equipped Nazi super-soldiers, which he refers to as a “Jumper.” Without a lot of room to maneuver, the biggest threat of this enemy is its larger health pool that must be whittled down. Dealing with the other grunts first is ideal.
- 21) On defeating the enemies, the resistance guides Blazkowicz over the radio on how to put together an improvised explosive.
 - a) Before wrapping up the area, Blazkowicz can find the hidden enigma codes.
 - b) Blazkowicz must find a couple items in the area to prepare the explosive, and bringing those to the workbench triggers a cutscene to conclude this area.
- 22) The bomb prepared, Blazkowicz notices an empty set of exo-legs and figures out how to get himself inside them to use them in his escape. He winces in pain as he forces his legs into the strange contraption, but it seems to be an adequate fit and he takes these with him out of the garage.

Reference Images

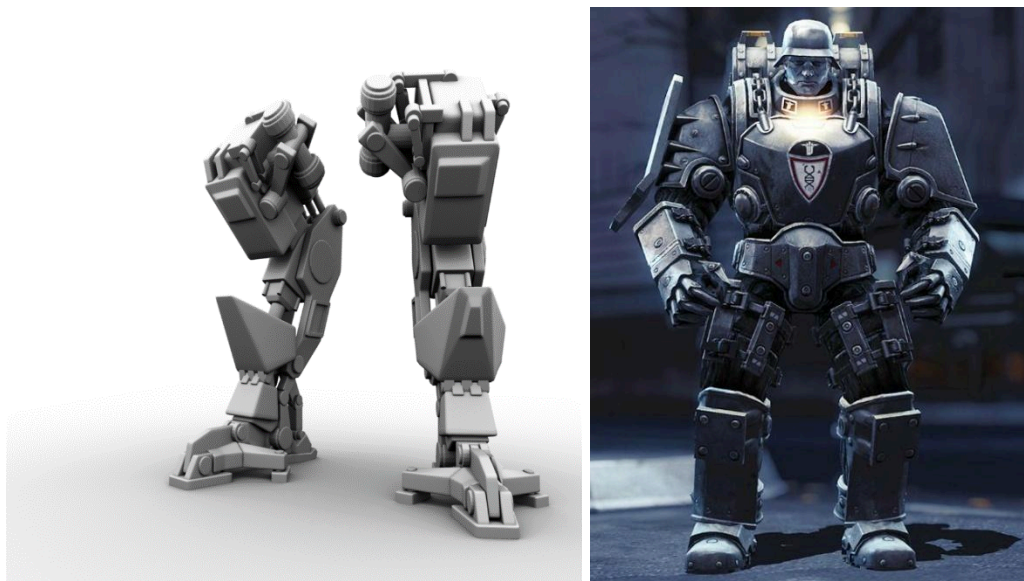


Figure 18: Inspiration Image for Exo Legs [10] and Nazi Super Soldier [11]

Exterior Area A – Super-Soldier Training Area and Bridge

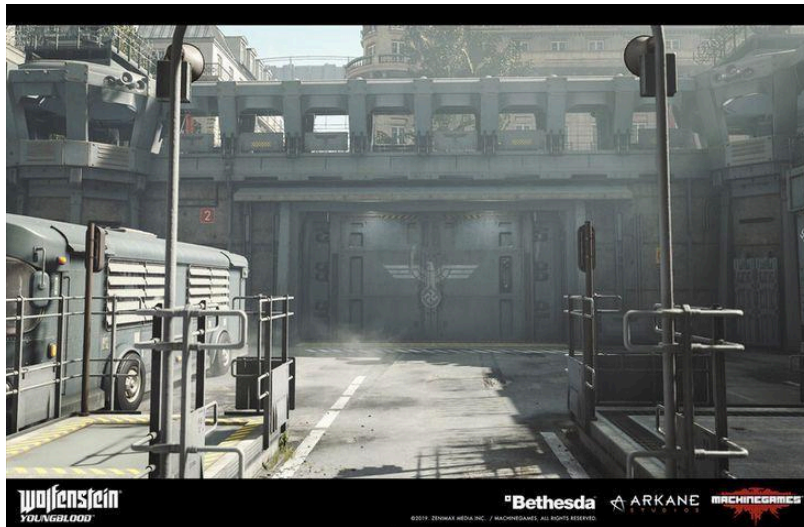


Figure 19 – Environment Reference [12]

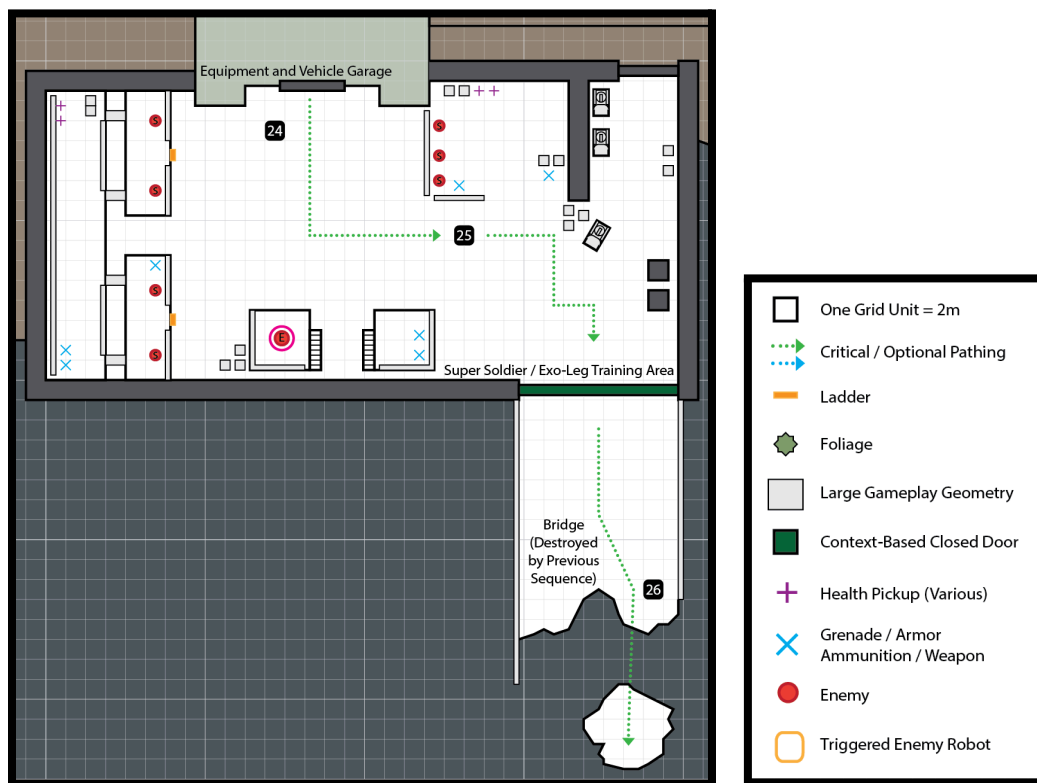


Figure 20: Exterior A, Detailed Map and Key

Enemies

s – Soldier; E – Jumper. Four soldier overlook the training ground from a first-tier platform above. Behind them is a second-tier platform set about two meters higher. Across from the garage door is another Jumper positioned on a raised structure, though this enemy will jump around the environment while engaging Blazkovicz. Three more soldiers are positioned behind cover near a small shooting range.

Items

Weapons/Health: While in the exo-legs, Blazkowicz can still readily pick up weapons, health, ammunition, and armor. There is assault rifle ammunition on the raised platforms, some shotgun ammunition and grenades behind the set up cover, and more grenades on top of one of the structures. There is also a laser recharge station next to the garage door, as well as one by the gate leading to the bridge.

Gameplay

- 24) Blazkowicz takes on the soldiers stationed around the training grounds. As described under the features section (page), the exo-legs give him increased jump height, speed, and armor all in exchange for losing the ability to crouch or stealth in any way.
 - a) The Jumper in this area will use the raised platforms to move around the battlefield while firing on Blazkowicz, so it is easiest to take out the normal soldiers first, using the lower girders of the platforms as cover.
- 25) Defeating the enemies in the area triggers a cutscene wherein the explosives go off in the garage. This sets off a chain of explosions that rockets a massive chunk of debris into the gate leading to the bridge at the bottom of the map, decimating it and the bridge beyond.
- 26) Blazkowicz must learn to use the sprinting super jump to make his way across the broken bridge.

Exterior Area B – Access Road and Supply Sheds



Figure 21 – Environment Reference [13]

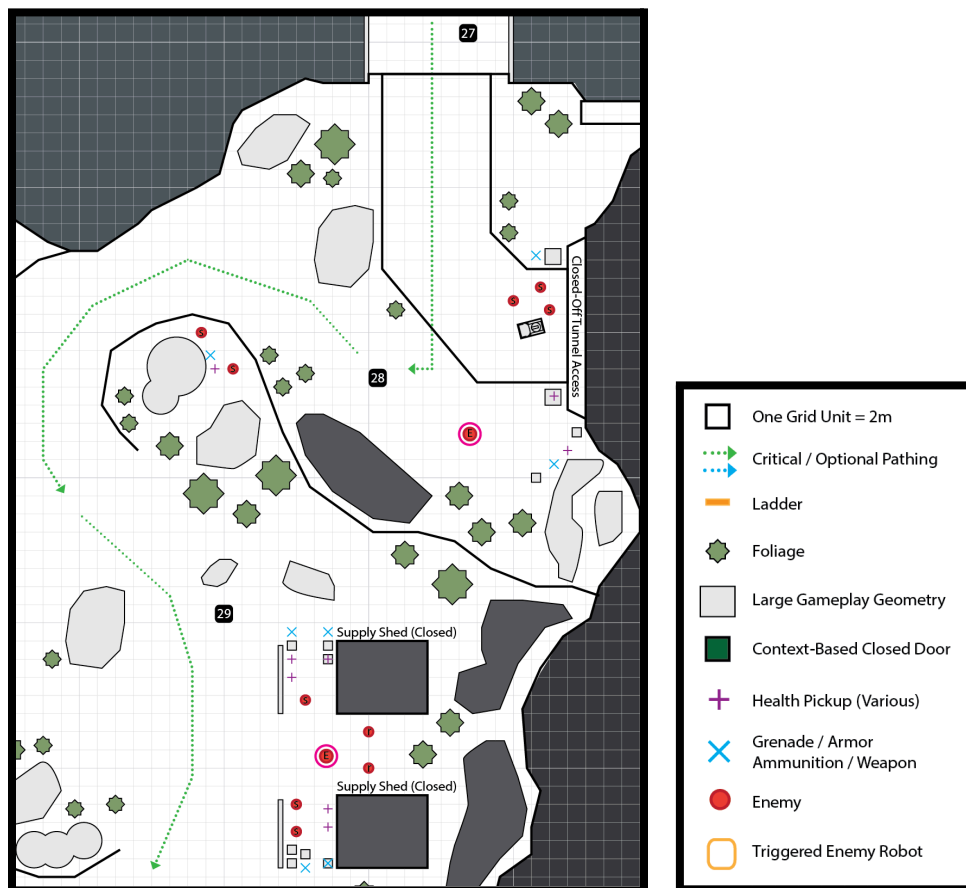


Figure 22: Exterior B, Detailed Map and Key

Enemies

s – Soldier; E – Jumper; r – Drone (small flying robot). The first set of soldiers is set up around a road leading into a tunnel, though they have closed off tunnel access to keep Blazkowicz on the island. The three soldiers here are commanded by another Jumper, and two more soldiers look down from a short cliff to fire at Blazkowicz as well.

The second set of soldiers is positioned behind cover and around a set of supply sheds up a sloping dirt road from the first. This group has one Jumper, three soldiers, as well as two drones that will fly about attempting to disrupt Blazkowicz in combat.

Items

Weapons/Health: Weapons, health, ammo, and armor tend to be clustered around enemy positions, forcing Blazkowicz to clear out places where he wants to resupply. This area has a lot of larger health packs and assault rifle ammunition, as well as grenades on the small cliff overlooking the first engagement and more by the supply sheds. A laser recharge station is on the side of each shed.

Gameplay

- 27) Blazkowicz makes his way across the bridge to find a set of cliffs to his right, with a sloping dirt road leading up to a watchtower in the distance.
- 28) Pushing through the alert Nazi soldiers takes some effort, and the Jumpers will chase Blazkowicz if he tries to run. However, Blazkowicz's increased power level from the exo-legs should make short work of the first enemy encounter in this area. He must pay particular attention to the soldiers on the cliff.
- 29) The next encounter is a little more difficult, with drones flying about and pestering Blazkowicz alongside the Jumper.
 - a) The more mobile enemies make good use of the large open area, though Blazkowicz can utilize the foliage and boulders in the area for cover when necessary.
 - b) There is a lot of explosive gear next to the supply sheds, useful for this fight or the next.

Reference Images



Figure 23: Nazi Robotic Drone [14]

Exterior Area C – Watchtower and Cliffs

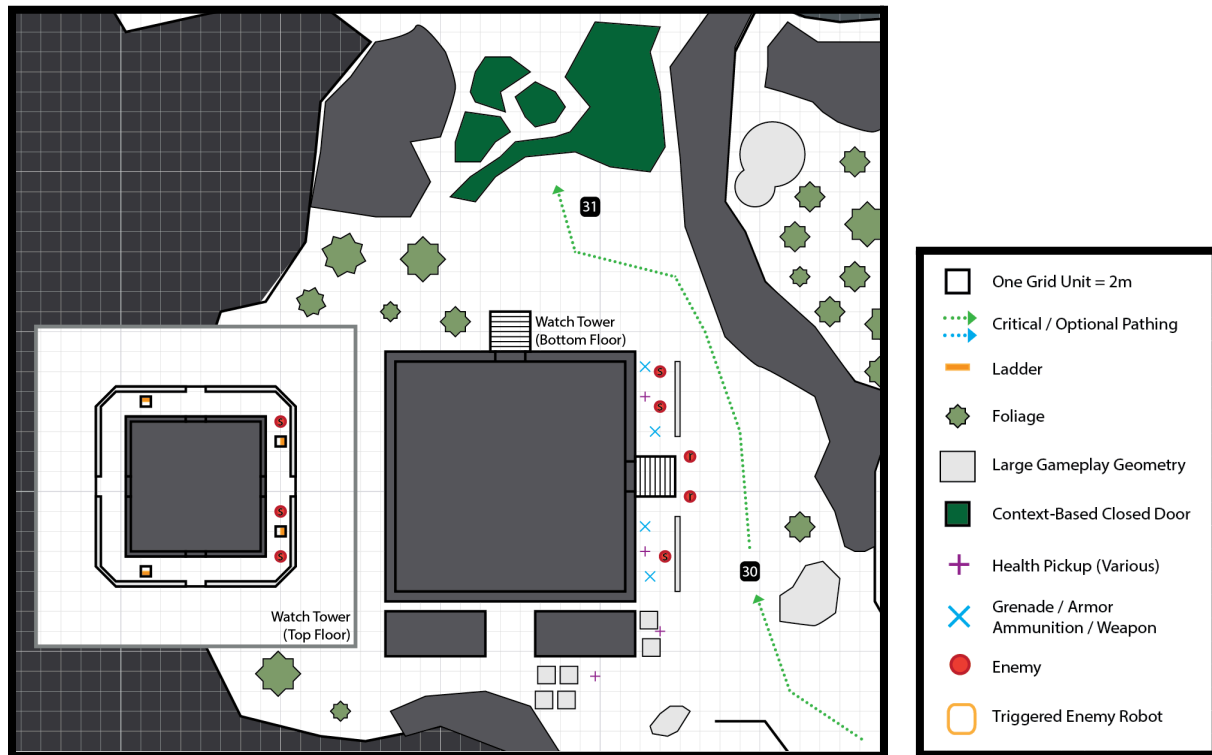


Figure 24: Exterior C, Detailed Map and Key

Enemies

s – Soldier; r – Drone. The watchtower has three soldiers and two drones positioned outside on the ground level and a few on the upper level, one of which is utilizing a mounted turret.

Items

Weapons/Health: A variety of strong health pickups are scattered in front of the tower. There is also the new RPG weapon described under the new features (page). A laser recharge station is on the outer wall of the ground floor of the watchtower.

Gameplay

- 30) The watchtower poses a unique challenge, with enemies about 15 meters up raining gunfire down on Blazkowicz. Staying mobile and moving around the tower is a good strategy.
- 31) Blazkowicz finds himself in a dead-end, with cliffs around him in all directions.
 - a) A pile of RPGs are left lying around the foot of the watchtower, Blazkowicz is forced to pick one up and blast away some boulders to move back in the direction of shore (and the facility).

Exterior Area D – Robotics Staging Area



Figure 25 – Environment Reference [15]

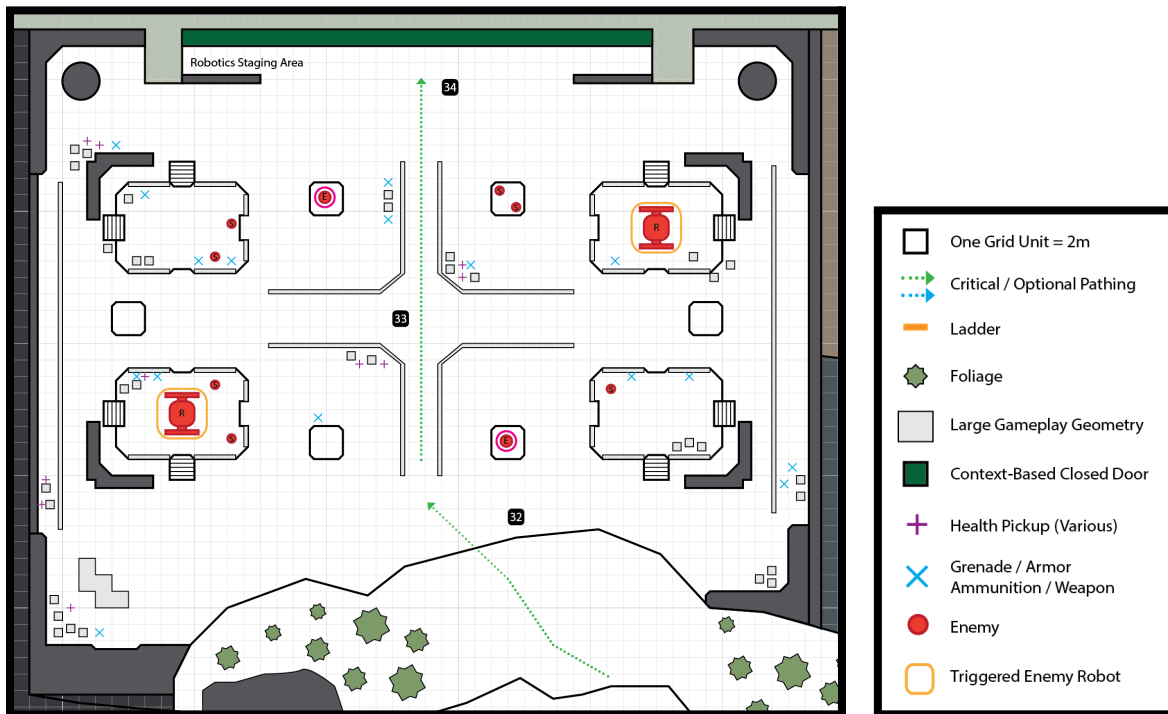


Figure 26: Exterior D, Detailed Map and Key

Enemies

s – Soldier; E – Jumper; R - Heavy Robot. The robotics staging area makes for a nice arena. The first wave of enemies Blazkowicz must dispatch is made up of two Jumpers and seven soldiers. The second threat is two Heavy Robots that boot up into attack mode once the first wave is cleared.

Items

Weapons/Health: To sustain the prolonged fight, a variety of ammunition, health, and armor is scattered around the arena. There is, of course, ammunition for the new RPG weapon that Blazkowicz wields,

several grenades, and a fair amount of marksman rifle ammo. Laser recharge stations are positioned on the lower levels of the raised platforms, at least four in the arena.

Gameplay

- 32) The path down the cliffs and into the robotics staging area is run through a cutscene.
 - a) Blazkowitz hops and slides his way down in epic style while his allies over the radio warn him that he will need to get past this final hurdle to reach the shoreline on the other side.
 - b) He leaps down from a cliff and into the arena, drawing the attention of the alerted soldiers.
- 33) There is plenty of cover and vertical geometry to move freely about the arena.
 - a) The first combat wave is soldiers and Jumpers, and Blazkowitz might choose to make use of his new RPG or any other variety of weapons.
 - b) Once the soldiers are defeated, the Heavy Robots on the platforms are turned on, setting the stage for the final encounter of the zone. With RPG ammo abundant and the mobility provided by the exo-legs, these should be an easier encounter than the first Heavy Robot that Blazkowitz faced at the London Nautica.
- 34) Once the two heavy robots are defeated, an explosion rocks the arena and Blazkowitz's allies report that they have figured out a way to fire on the facility from the U-boat. He uses this opportunity to escape the facility and make his way to them to leave the island. As they depart underwater, the island facility is up in flames on the horizon.

Reference Images

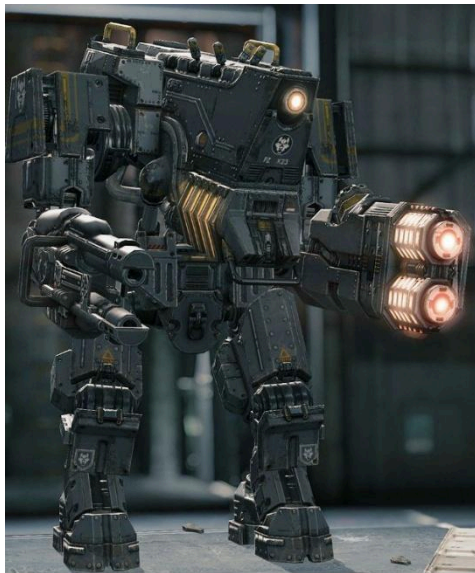


Figure 27: Nazi Heavy Robot [16]

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