

# ***WEX60 Hint Book***

Document version: 1.0a

*Written by The Torpid Rodriguez  
in 2020.*

This document contains information about the **Extreme 60** maps, which is an unofficial **Wolfenstein-3D** level package.

The legendary **Wolfenstein-3D** have created by id Software in 1992.

The WEX60 levels have created by me between 2009 and 2020 with the great **ChaosEdit!** [www.chaos-software.de.vu](http://www.chaos-software.de.vu) .

I started studying Wolfenstein levels with CE in 2009. Back then I just wanted to create one level. Then I made two more levels, and I ended up with a whole episode. Then I decided to make even more. And by now, I have finished with all sixty levels.

Note: I had no intention of making changes in the executable. I have designed my levels to work with the original program. Therefore the Extreme 60 level pack is Secret Level Return Path compatible with the original **Wolfenstein-3D**.

*Please don't play with "Can I play, Daddy?" or "Don't hurt me." difficulty: You will be bored, and I will be pissed!*

Legend:

h: the key is hidden

L: this key is necessary to complete this level

S: this key is necessary to go to the secret level(s)

!: yes

-: no

\*: barely / partially

~: one of them needed

?: won't tell ya!

# Ep1      The Secret Bunker System

Floor	Level	Silver Key			Gold Key			Max. Secret
		h	L	S	h	L	S	
F1	L1	-	!	!	-	!	!	100%
F10	SL	!	!		!	-		100%
F2	L2	-	!		-	!		100%
F3	L3	-	!		*	!		uncertain
F4	L4	-	!		-	!		100%
F5	L5	!	!		-	!		100%
F6	L6	-	!		!	!		100%
F7	L7	!	!		-	!		100%
F8	L8	-	!		!	!		100%
F9	BL	-	!		-	!		100%
End								uncertain

**L1**      Good luck!

**SL**      *You must find the hidden silver key to complete this level. Good luck!*

**L2**      Good luck!

**L3**      Good luck! Maybe you cannot earn a hundred percent secret score here!

**L4**      For the first part, and for the last: Just go forward, follow the path! Good luck!

**L5**      Monsters are in stasis. They are unable to use their gun now, even after you woke them up. Destroy them 'till not too late! After that you must find the hidden silver key! Good luck!

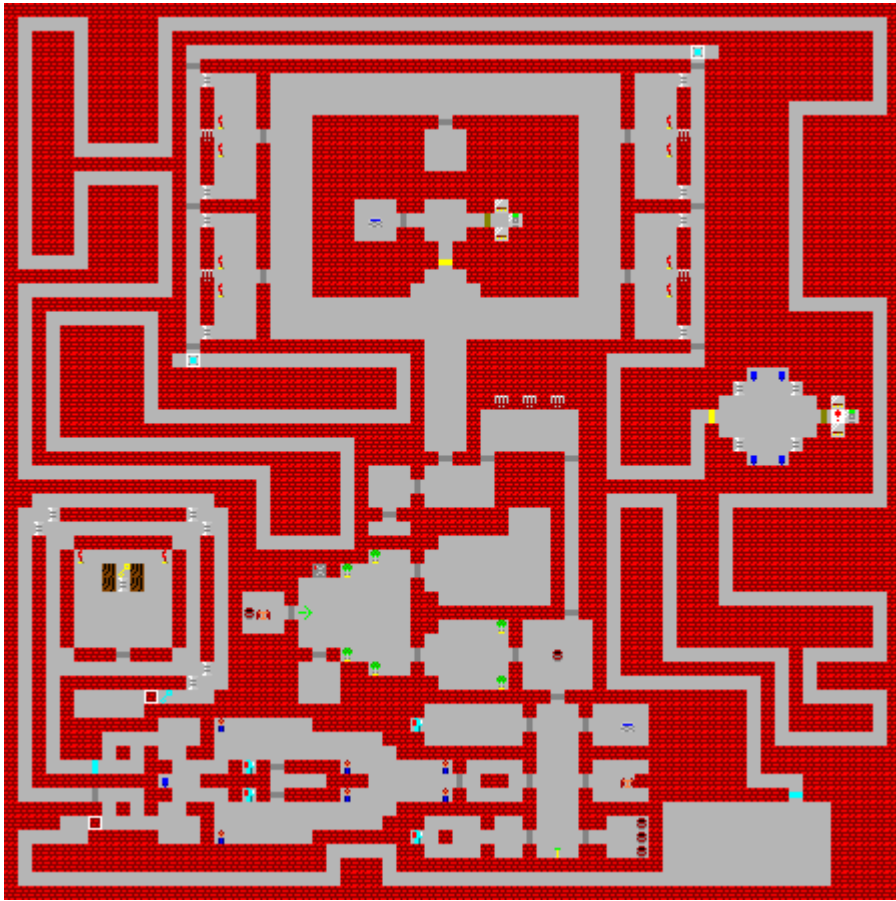
**L6**      The frightened Nazis barricaded themselves with crazy stuff they found, while others fled by walling down the path behind them. You must find the hidden gold key to complete this level! You must alert a certain officer in area "A" to alert his twin in area "B" to unblock an essential pushwall in area "B". Don't worry! It's just an insider information. Good luck!

**L7**      You must find the hidden silver key first. Good luck!

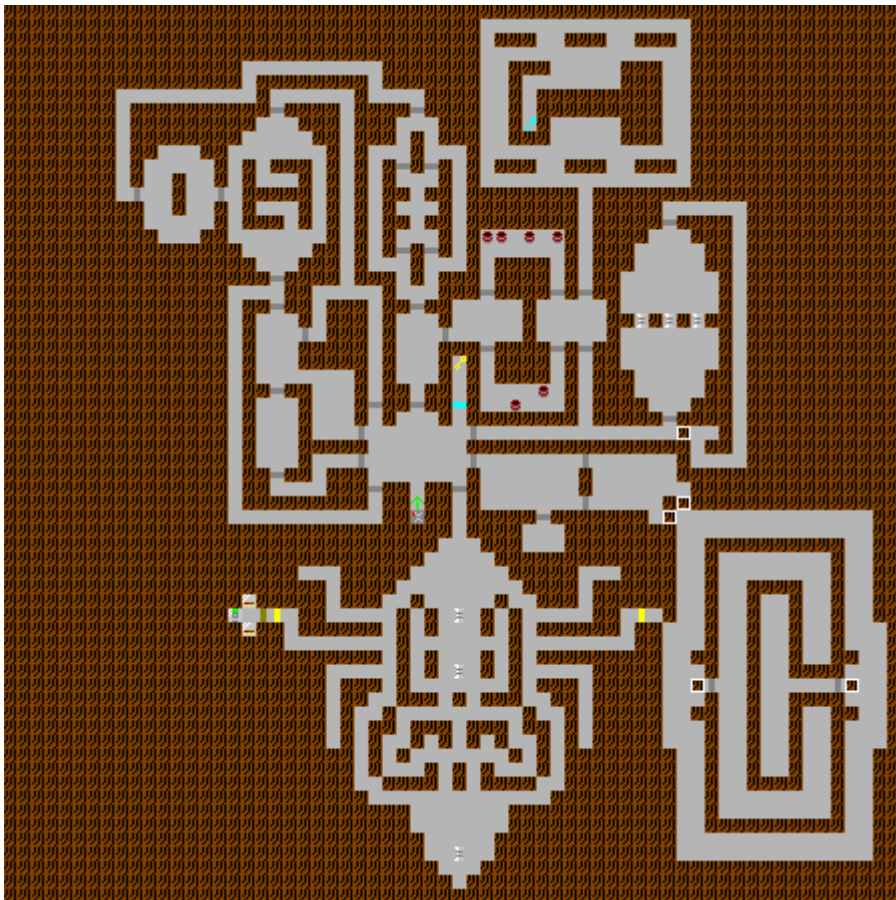
**L8**      You must find the hidden gold key first. Beware! Ghosts cannot be killed.. Good luck!

**BL**      The Boss lurks almost at the center of the map. He has the gold key for his office, but you need to find the silver key too. Good luck!

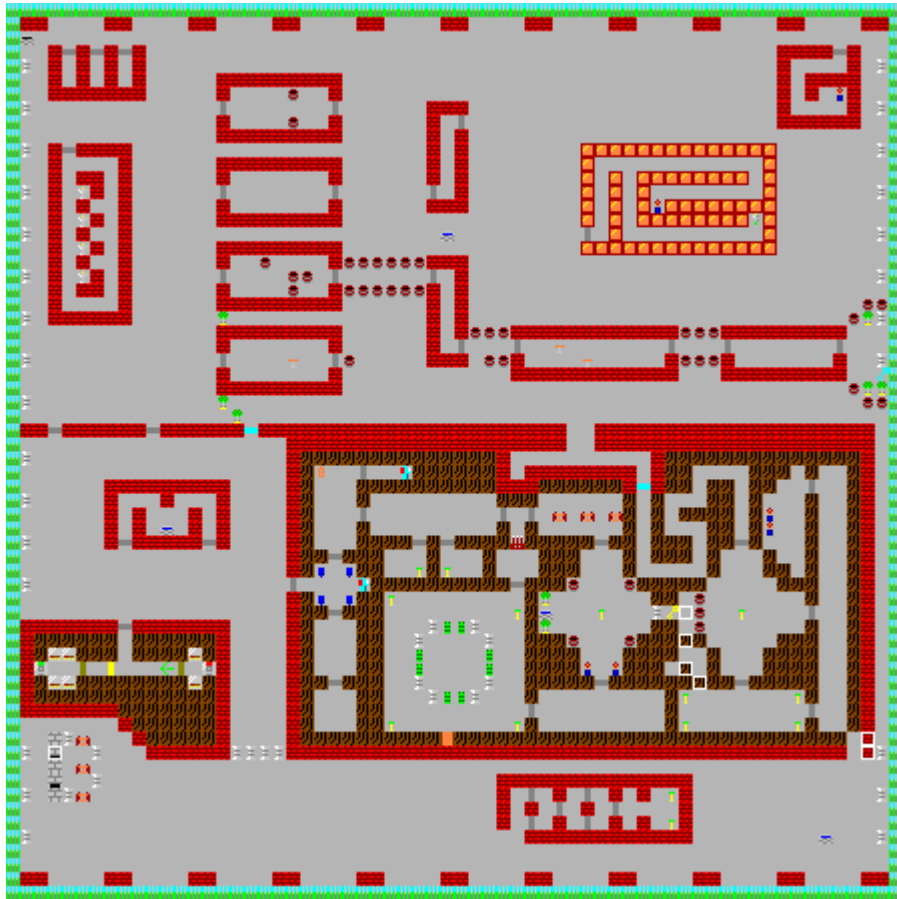
If you are unfamiliar with the Wolfenstein-3D world, or just want to get used to it, you can see below the simplified maps for the first episode, except the secret level. The grey areas on the maps are the corridors and rooms where you can move. White rectangle around a wall on a map means that wall is a pushwall. You can push it with the Use key, the same key with which you used to open the doors. The white "E" means an end-of-episode trigger, the level and the episode will be completed if you step on one. (No soldiers, monsters, dogs, food, treasure items, and other non-blocking items have marked. I've also omitted floor codes and direction markings. I redrawn all markings to make them identifiable for those who are unfamiliar with CE.):



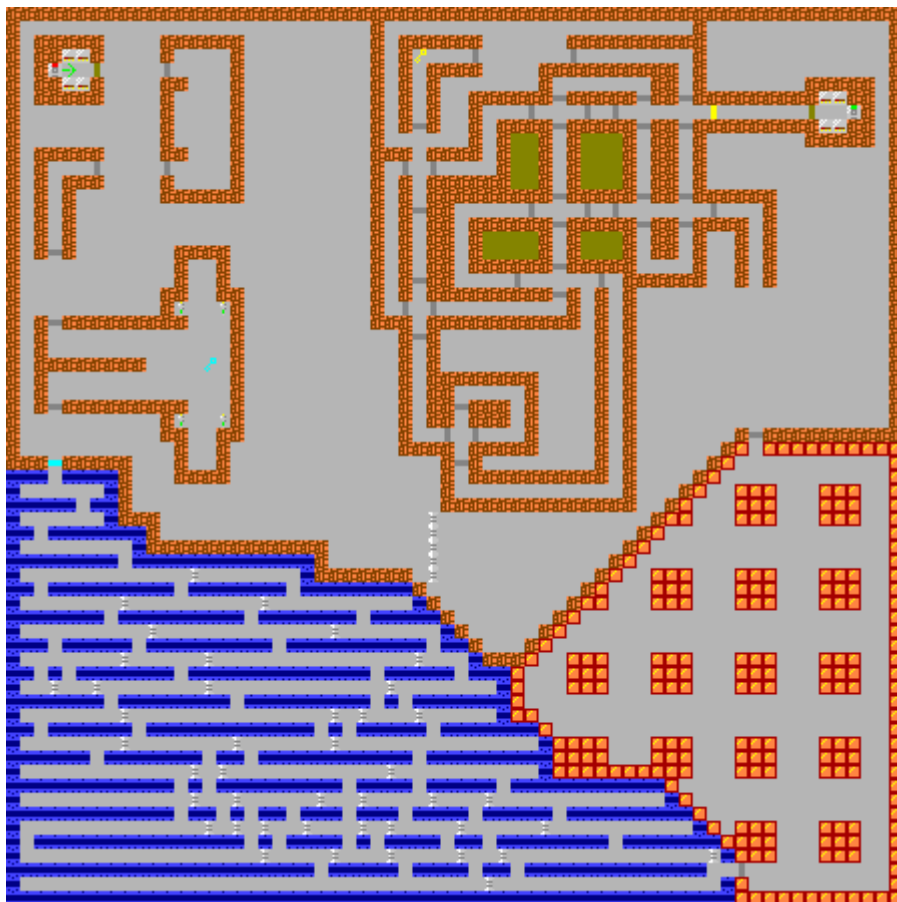
*E1-M1*



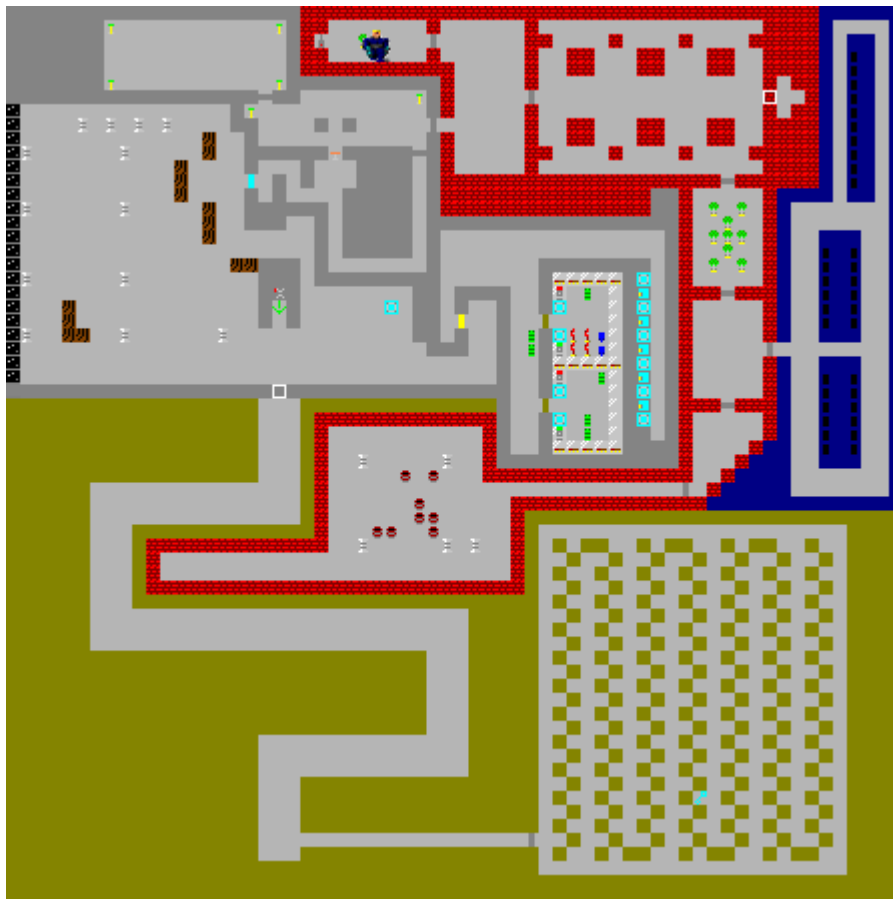
*E1-M2*



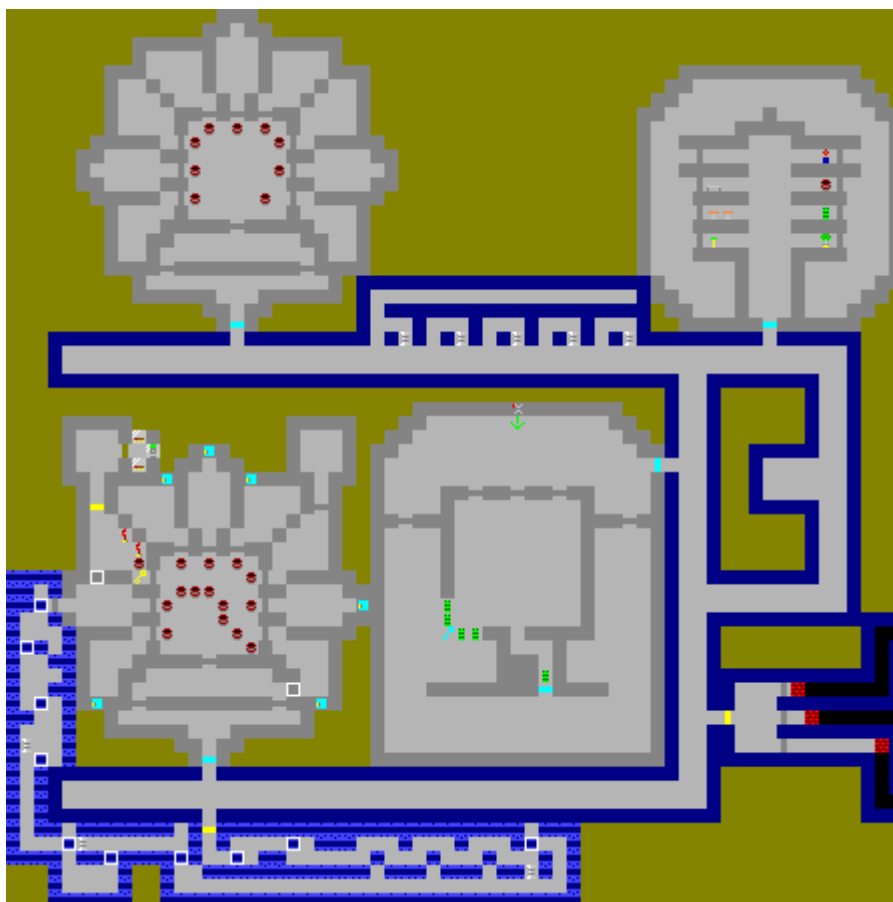
*E1-M3*



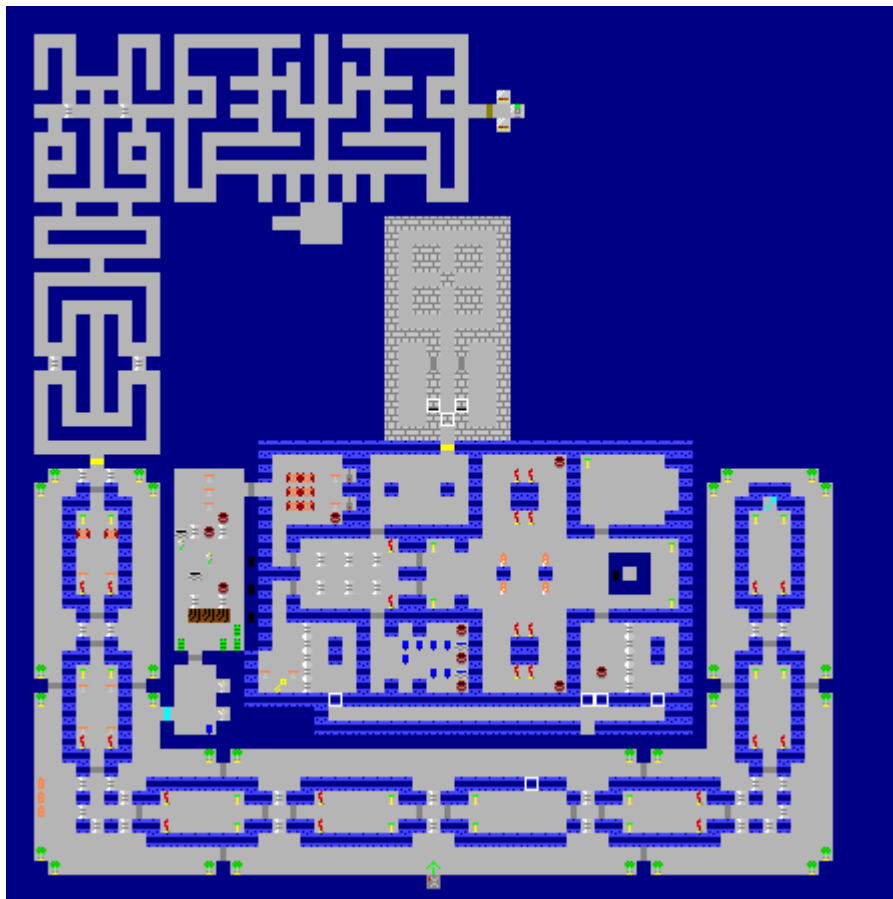
*E1-M4*



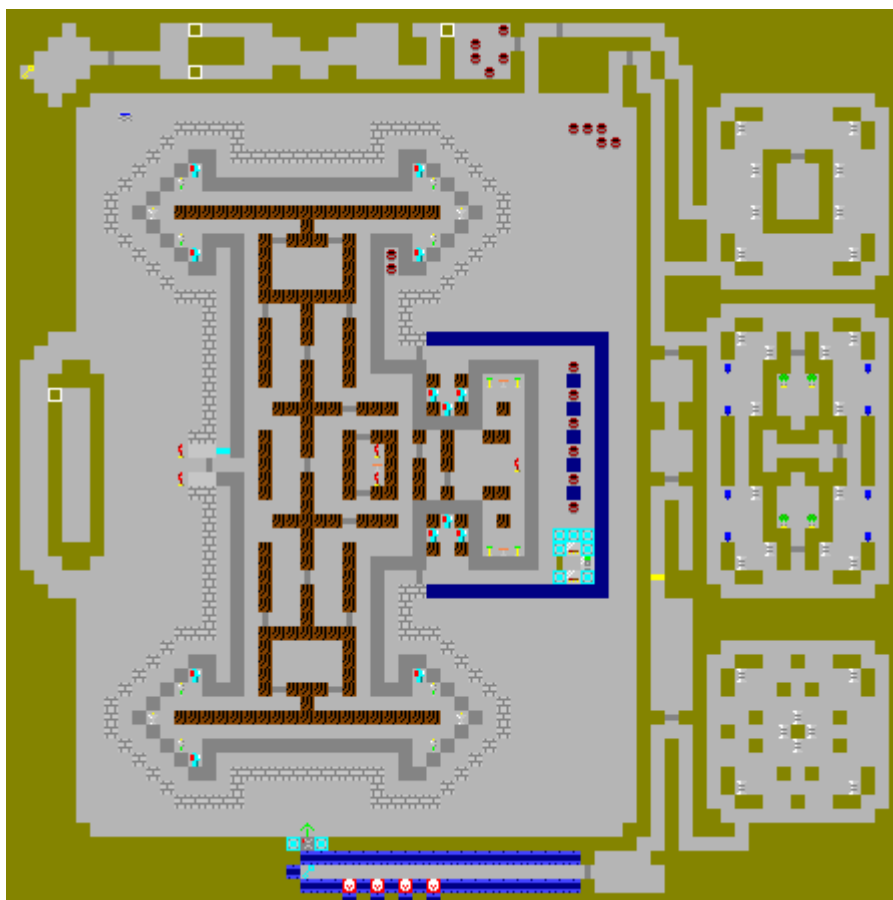
*E1-M5*



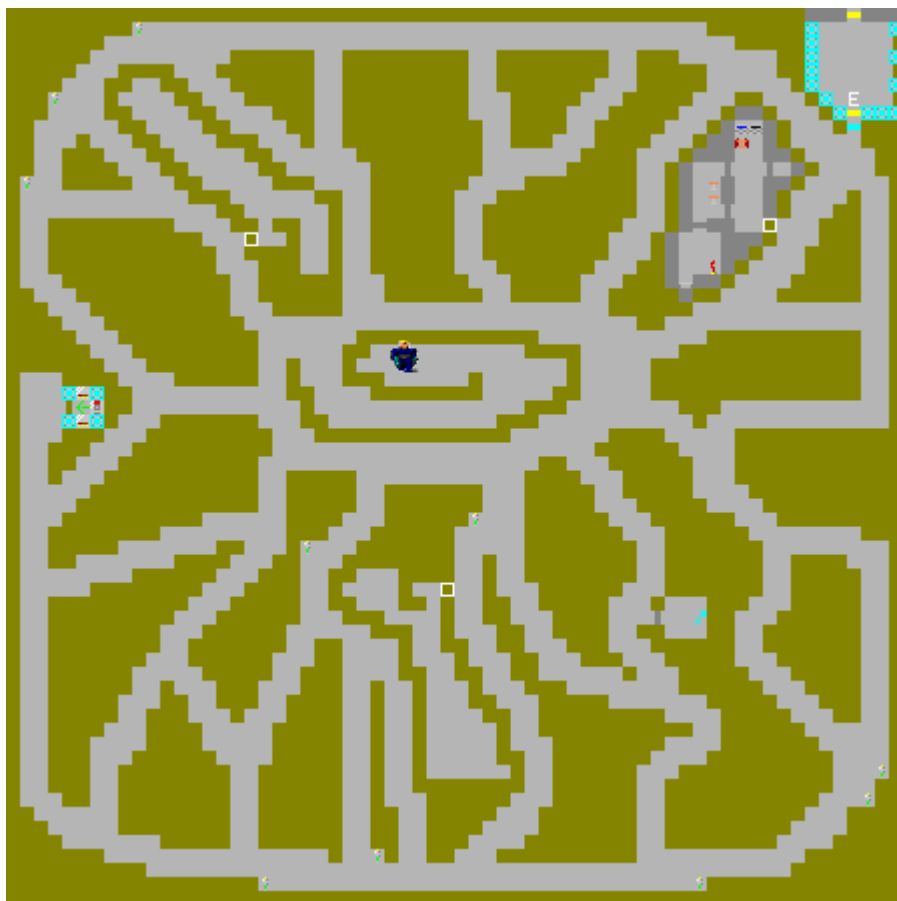
*E1-M6*



*E1-M7*



*E1-M8*



*E1-M9*



# Ep2      **General Fettgesicht**      (Irregular episode)

Floor	Level	Silver Key	Gold Key
		h   L   S	h   L   S
F1	L1	none	-   !   ?
F2	SL1	-   !	none
F3	SL2	none	none
F4	SL3	none	-   !
F5	SL4	none	-   !
F6	SL5	none	-   !
F7	SL6	!   !	!   -
F8	SL7	none	none
F9	SL8	none	-   !
F10	BL	-   !	-   !

**L1**      Good dog, BAD dog! Piece of cake!

SL1      *Run for your life! The final elevator is hidden. You must find it before the demon of your greediness kills you. Beware of the grey monsters lurking near the doors! Good luck!*

SL2      *Find the hidden elevator! Good luck!*

SL3      *Don't run to your death! Good luck!*

SL4      *Don't just run, use your wits! Don't forget to pick up the key! Good luck!*

SL5      *Death camp. No food, no ammo deposit, just death. Stay alive!*

SL6      *You must find the key and the path if you don't want to die here. Stay alive!*

SL7      *It's revenge time, take a bloodbath! Good luck!*

SL8      *Have you ever caught BJ in drinking blood in the original Wolfenstein-3D series? No? Then just listen! (Not work in Baby mode, neither in Mimosa mode.)*

**BL**      Find Fat Face & Finish! Good luck!

## Ep3      Gretel Grosse Sieben

Floor	Level	Silver Key	Gold Key
		h L S	h L S
F1	L1	none	none
F2	L2	none	none
F3	L3	! !	! !
F4	L4	- !	none
F5	L5	! !	! !
F6	L6	- !	- !
F7	L7	! - !	- ! !
F10	SL	! !	- !
F8	L8	- !	- !
F9	BL	- !	- !

- L1**      Just think about how you would walk through a closed door without a key! Good luck!
- L2**      Good luck!
- L3**      You must find the hidden silver key to complete this level. You have to fix the elevator too. Good luck!
- L4**      Good luck!
- L5**      On this level, all grey pushwalls has a craze. Push them all! Good luck!
- L6**      Don't open the elevator until you saved the game! Good luck! (This was the first level I've made!)
- L7**      This level has a magic spiral! Good luck! (This was the second level I made!)
- SL**      *You must find the hidden silver key to complete this level. The path to the elevator is hidden. Good luck!*  
*(This was the third level I made!)*
- L8**      Good luck!
- BL**      Get Gretel Grosse! More brain than brawn! There is no place to hide, so trap her: Get in the first room, and push a secret wall. Make sure that she's behind you! Good luck! Save your game before you enter a silver key door! Follow the treasure-path tightly! Watch your steps! You can't pick up all treasure items if you hurry!

# Ep4 Otto Giftmacher

Floor	Level	Silver Key			Gold Key			Max. Secret
		h	L	S	h	L	S	
F1	L1	!	!		!	-		54%
F2	L2	-	!		-	!		100%
F3	L3	*	!	!	-	!	!	uncertain
F10	SL	-	!		none			-
F4	L4	!	!		none			100%
F5	L5	!	-		-	!		100%
F6	L6	!	!		!	!		100%
F7	L7	?	?		?	?		uncertain
F8	L8	none			!	!		100%
F9	BL	none			-	!		-
End								uncertain

- L1** You must find the hidden silver key to complete this level. Getting to the elevator is tricky. Good luck!  
Note: Max secret is 54% here, sorry!
- L2** A flock of mad dogs chasing you, you have to escape from there! Your only luck is that these dogs cannot open a door. Good luck!
- L3** You must find the hidden silver key to complete this level. Good luck! Please ignore the secret score here!
- SL** *When you don't play this level with 3 or 4 hardness level, don't listen then, just feel bored. More brain than brawn! Find the alternative path. Don't run to your death! Good luck!*
- L4** You must find the hidden silver key to complete this level. You must unblock your path. By the way, you will find a strange elevator switch on the wall at the end of the level. Good luck!
- L5** Oh no! It's a deadly trap! Fight for your life!
- L6** You must find the hidden silver and gold keys to complete this level. This level sucks.
- L7** -No spoiler available- Good luck! Please ignore the secret score here!
- L8** You must find the hidden gold key to complete this level. More brain than brawn! Try to find a safe place from where you can start the cleaning! Good luck!
- BL** Go Get Giftmacher! You must unblock your path first. Good luck!

# Ep5      Operation: Eisenfaust

Floor	Level	Silver Key			Gold Key			Max. Secret
		h	L	S	h	L	S	
F1	L1	!	!		!	!		100%
F2	L2	-	!		-	!		66%
F3	L3	-	!		none			100%
F4	L4	-	*		-	!		100%
F5	L5	!	~	!	!	~	!	83%
F10	SL	-	!		-	!		-
F6	L6	!	!		-	!		100%
F7	L7	-	!		-	!		100%
F8	L8	-	!		-	!		uncertain
F9	BL	!	-		-	!		-
End								uncertain

- L1**      You must find the hidden silver and gold keys to complete this level. The final elevator is hidden. You can check the map E5-M1 on page 14. Good luck!
- L2**      You must find the hidden path to proceed to the center of the level. Good luck! Note: Max secret is 66% here, sorry!
- L3**      Memorize the site of the door you walk out of because you must go back exactly there! The other doors just for demons! Good luck!
- L4**      Don't let you killed by the grey monsters! Attack them from behind! To do this, you will need the silver key, which is in the labyrinth. This labyrinth can't be just walked through with the well-serving always-turn-left method. Be strenuous! (Or do whatever you want.) Good luck!
- L5**      You must find the hidden silver OR the hidden gold key to complete this level. You also have to be "lucky" to find the hidden gold key. When you see "Verboten", it says: Paranormal danger ahead! Turn back, and don't come back until you almost finished the level. You can check the map E5-M5 on page 14. Good luck! Note: Max secret is 83% here, sorry!
- SL**      *Good luck!*
- L6**      You must find the hidden silver key to complete this level. The final elevator is hidden. You will have one extra life at the beginning of the level, and two med kits awaiting you after you acquired the gold key. These three are the only health items on this level! Use bullets rather than being hit! Good luck!
- L7**      Be smart! Good luck!
- L8**      The final elevator is hidden. This level contains a puzzle. If you proceed without solving the puzzle, you will be killed in seconds, Mr. Blazkowicz! (Except in baby mode.) (Unfortunately, those demonic smokes sometimes break out spontaneously, so it is advisable to save often in different slots to be able to continue the game when this occurs.) Also, you should save your game at the beginning of the level, and keep it untouched! You can check the puzzle in E5-M8 on page 15. Good luck! Please ignore the secret score here!
- BL**      Shoot Schabbs! Good luck!

## Ep6 Die, Fuhrer, Die!

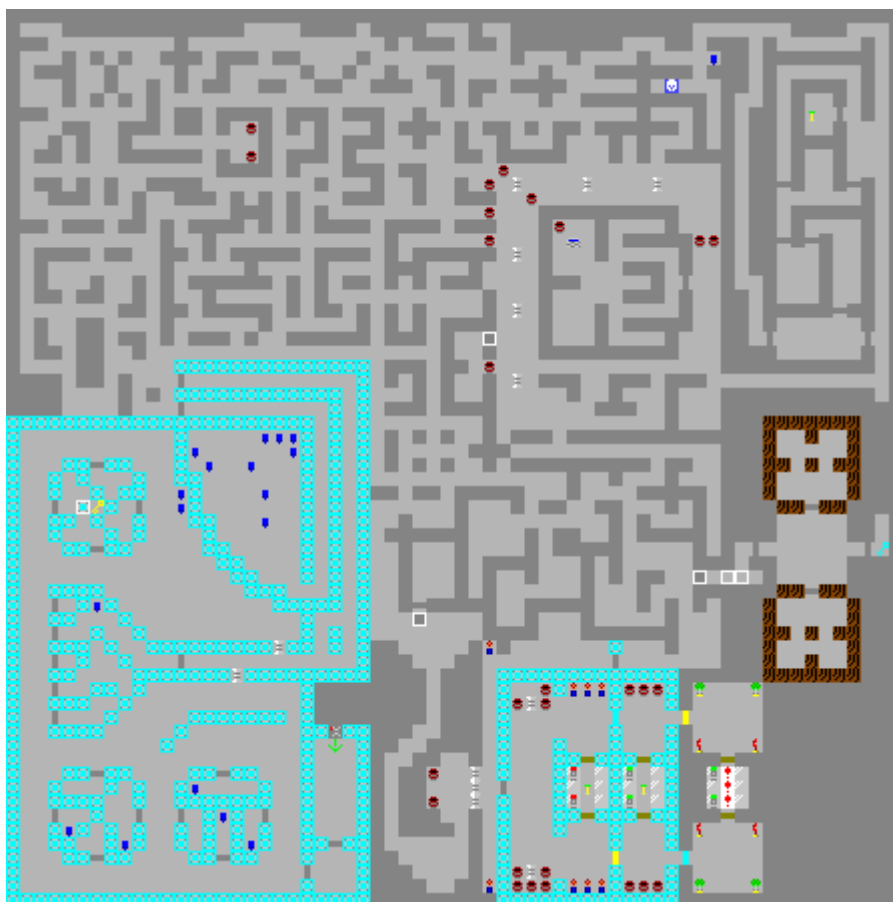
Floor	Level	Silver Key	Gold Key	Max. Secret
		h L S	h L S	
F1	L1	none	! !	uncertain
F2	L2	- !	none	100%
F3	L3	- - !	! - !	uncertain
F10	SL	! !	none	-
F4	L4	* !	! !	100%
F5	L5	- !	- -	100%
F6	L6	- !	! !	100%
F7	L7	! !	! -	100% **
F8	L8	- !	- !	100%
F9	BL	- !	- !	-
End				uncertain

- L1** You must find the hidden gold key and the hidden gold key door to complete this level. Good luck! Please ignore the secret score here!
- L2** You can check the map E6-M2 on page 15. Good luck!
- L3** Follow the guard! If you do it too tightly, you will be noticed. But if you lag behind the guard, the door will slap before you. Good luck! Please ignore the secret score here!
- SL** *Surprise! This is the right place but not the right time. Believe or not, this is the final Boss level, but in its earlier stage! Sludge break is a minor problem now. Since you are here, improve the opportunity, and look around before you come back again! Good luck!*
- L4** You must find the hidden gold key to complete this level. Good luck!
- L5** A huge labyrinth. Use the silver key maze doors as a shortcut when you want to go back to the silver key door located in the first room. You can check the map E6-M5 on page 16. Good luck!
- L6** Beside the silver key, you must find the hidden gold key to complete this level. As you get the gold key, something startling will happen: Your silver and gold keys will merge together, and you will have only one bronze key that will open EVERY DOOR. Good luck! You will need it.
- L7** \*\*You shouldn't open every pushwall on this level. If you push the wrong wall, you will be chased by demons. Check the map E6-M7 on page 16. Good luck! (Besides, if you not open all pushwall, your secret ratio will not be 100%. I will not blame you.)
- L8** Good luck!
- BL** Hitler is lurking somewhere near here now... Halt Hitler! You can check the map E6-M9 on page 17. Good luck!

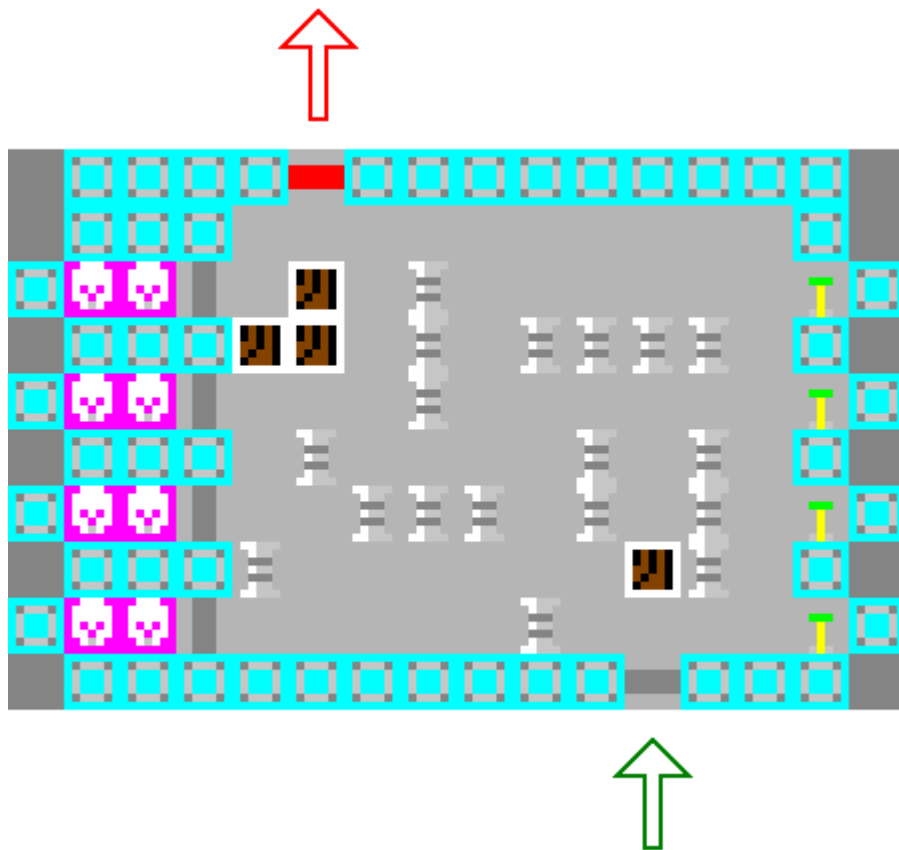
Here are some simplified maps. (See page 3 for details about my simplified maps):



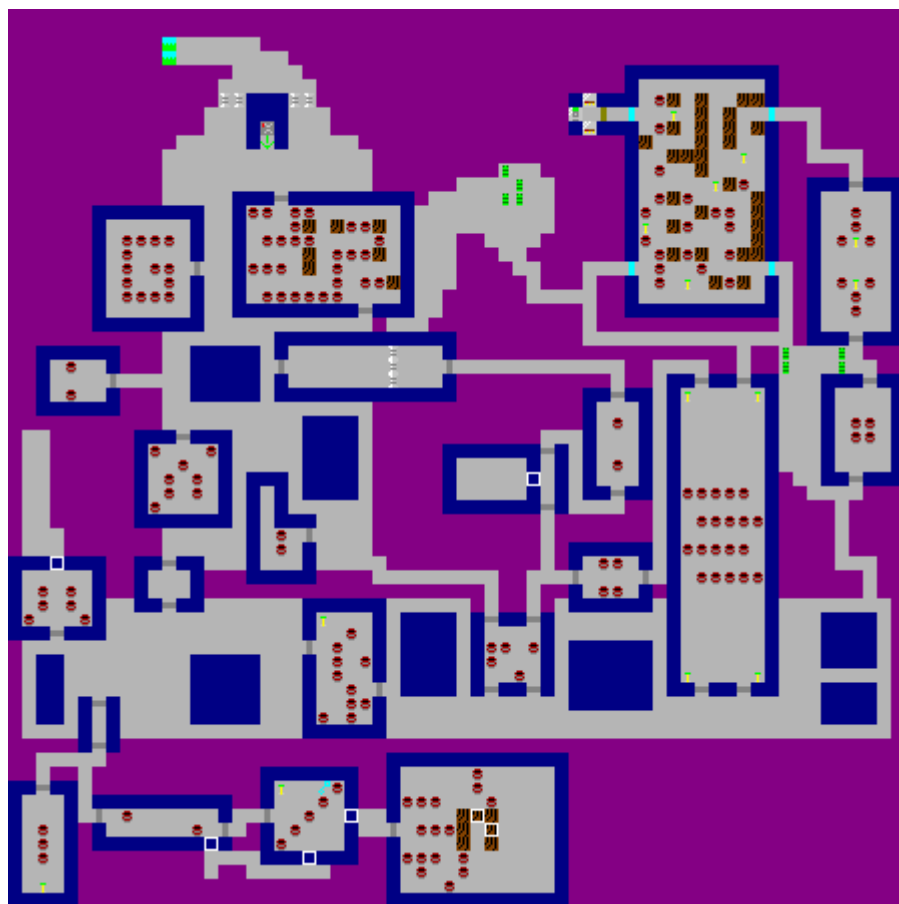
*E5-M1*



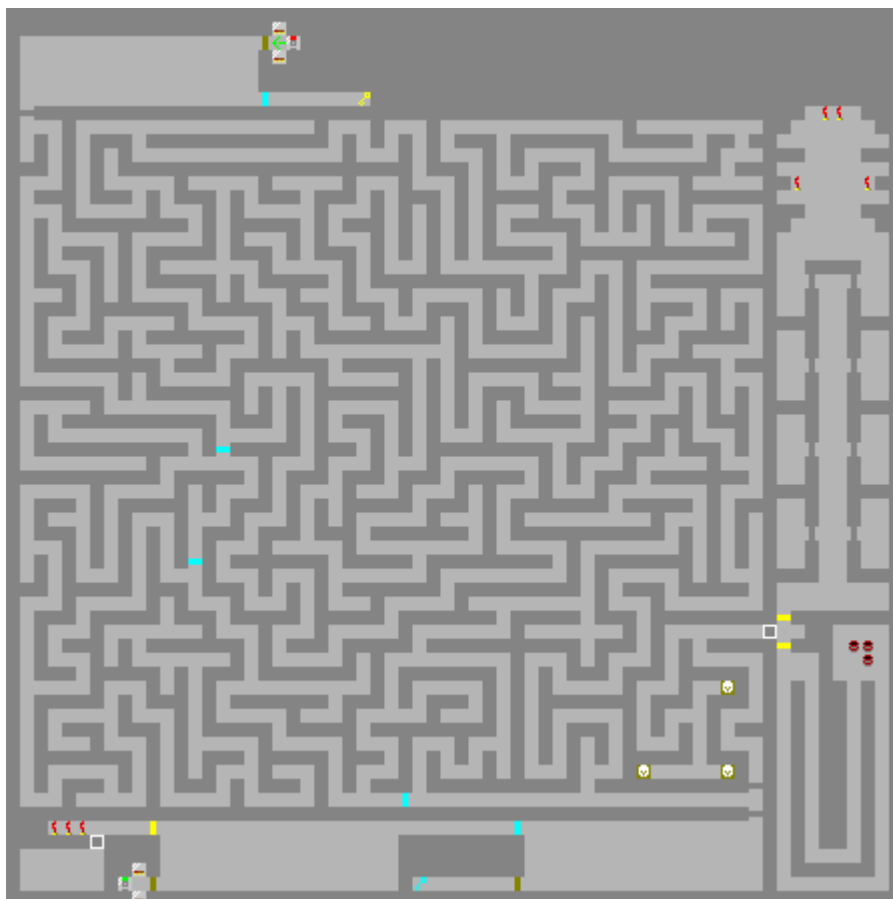
*E5-M5*



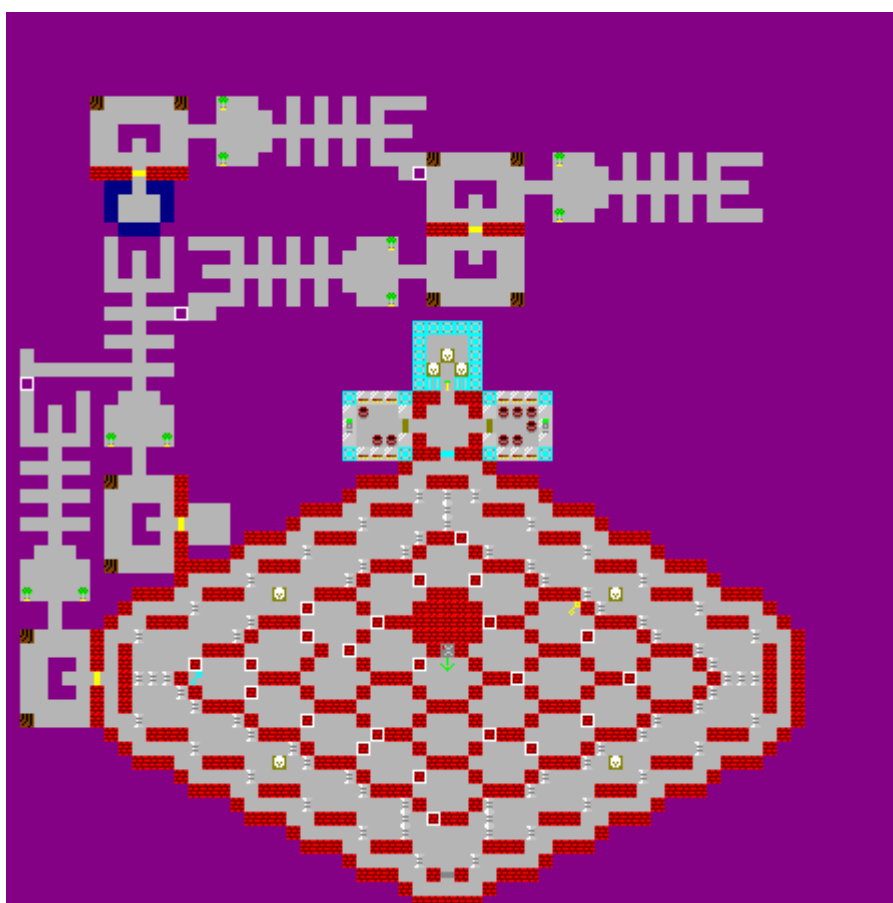
*The puzzle in E5-M8*



*E6-M2*

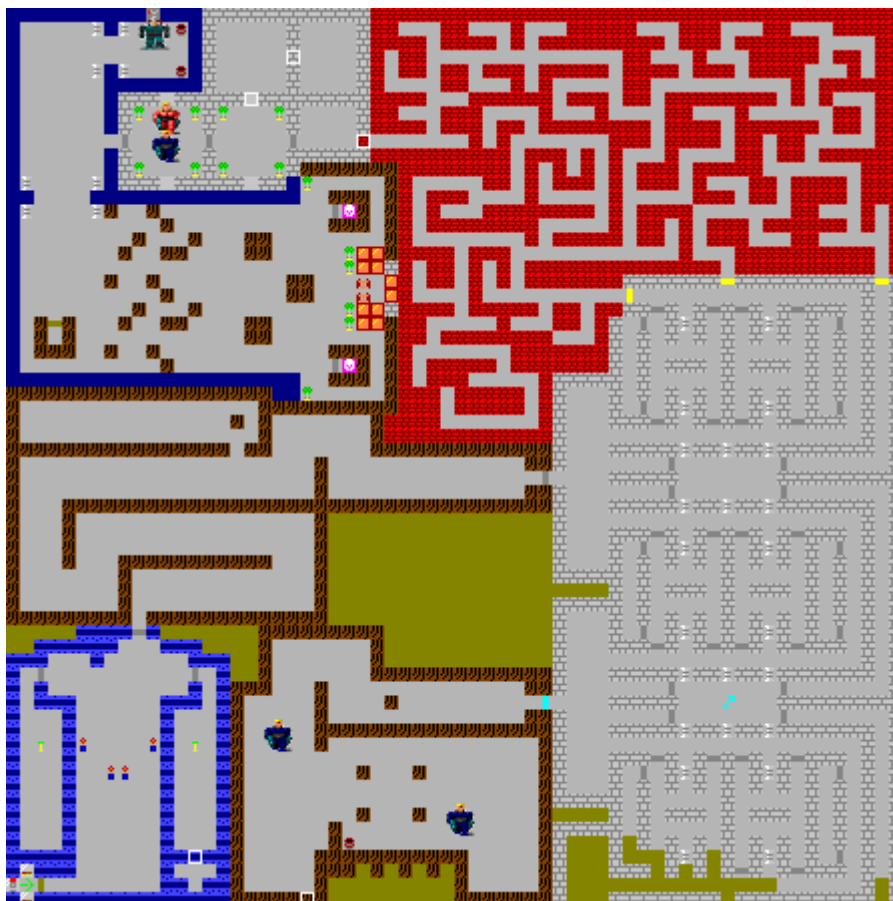


*E6-M5*



*E6-M7*





E6-M9