

WEX60 Hint Book

Document version: 1.0

*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 with the great **ChaosEdit!** www.chaos-software.de.vu between 2009-2020 by me.

I started to study Wolfenstein levels with CE in 2009. Back then I just wanted to create an entire level by myself. Then created two more, and I decided to make a whole episode. Then I want all six episodes. And by 2020, I have finished with all sixty levels. As a matter of course, you cannot make exactly as many levels as needed, I created a little more, and have rejected some.

Note: Originally I was not intended to make changes in the source code of the executable. I want my levels to work with the original program. That is why the secret level entrance order in Extreme 60 is the same as in the original **Wolfenstein-3D** levels.

Please don't play in "Can I play, Daddy?" or "Don't hurt me." mode: 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 you!

Ep1 The Secret Bunker System

Floor	Level	Silver Key			Golden Key		
		h	L	S	h	L	S
F1	L1	-	!	!	-	!	!
F10	SL	!	!		!	-	
F2	L2	-	!		-	!	
F3	L3	-	!		*	!	
F4	L4	-	!		-	!	
F5	L5	!	!		-	!	
F6	L6	-	!		!	!	
F7	L7	!	!		-	!	
F8	L8	-	!		!	!	
F9	BL	-	!		-	!	

L1 Good luck!

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

L2 Good luck!

L3 Good luck!

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

L5 Monsters are in stasis. They can't shoot now even you waking them up. Destroy them till not too late! Then you must find the hidden silver key! Good luck!

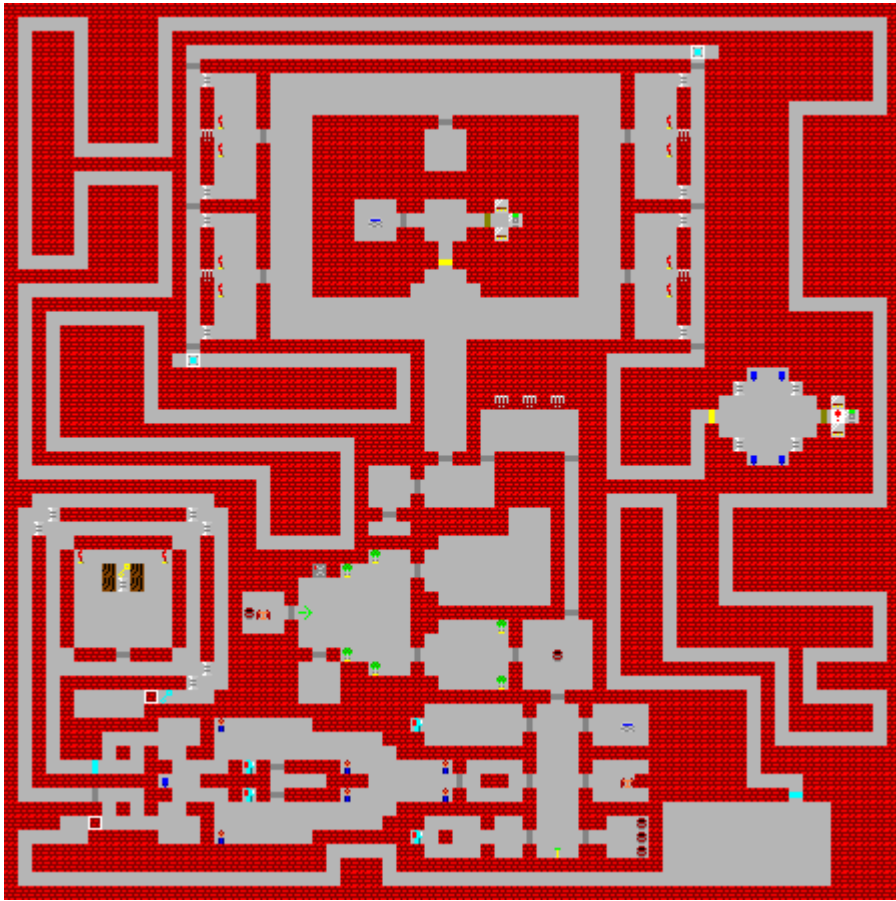
L6 The frightened Nazis barricaded themselves, while others fled, and the corridors were walled down behind them. You must find the hidden golden key to complete this level! You must alert a certain officer in area "A" to alert his twin in area "B" to unblock an essential pushwall in area "B". Good luck!

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

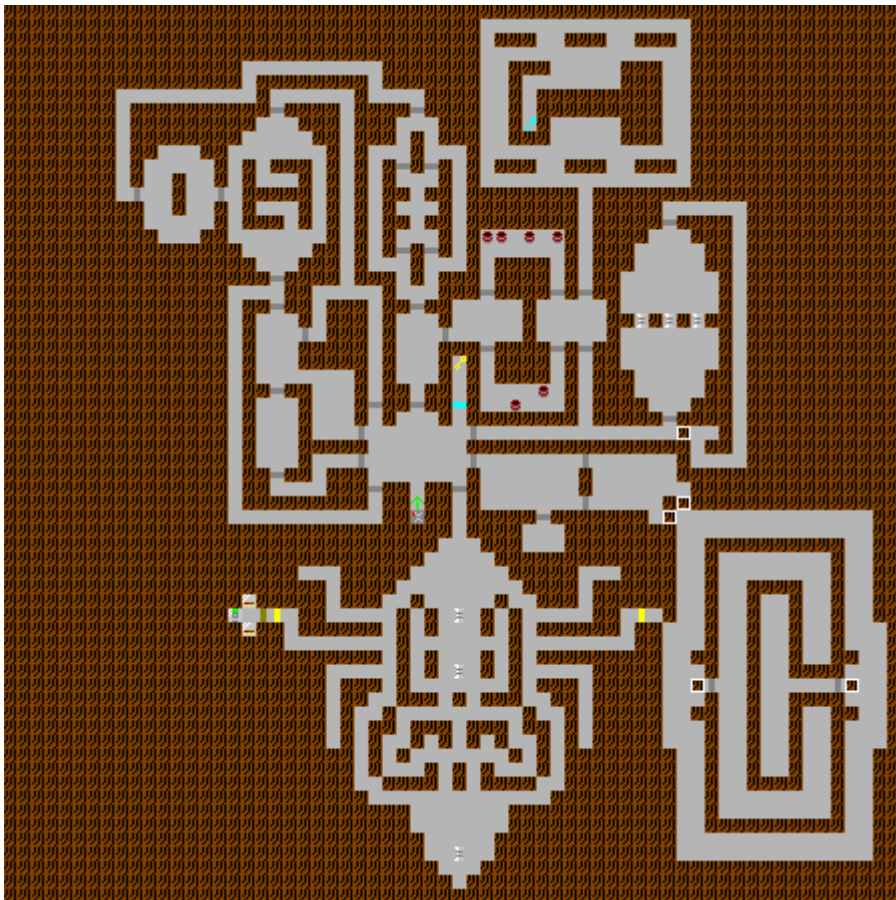
L8 You must find the hidden golden key first. Beware! Ghosts cannot be killed.. Good luck!

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

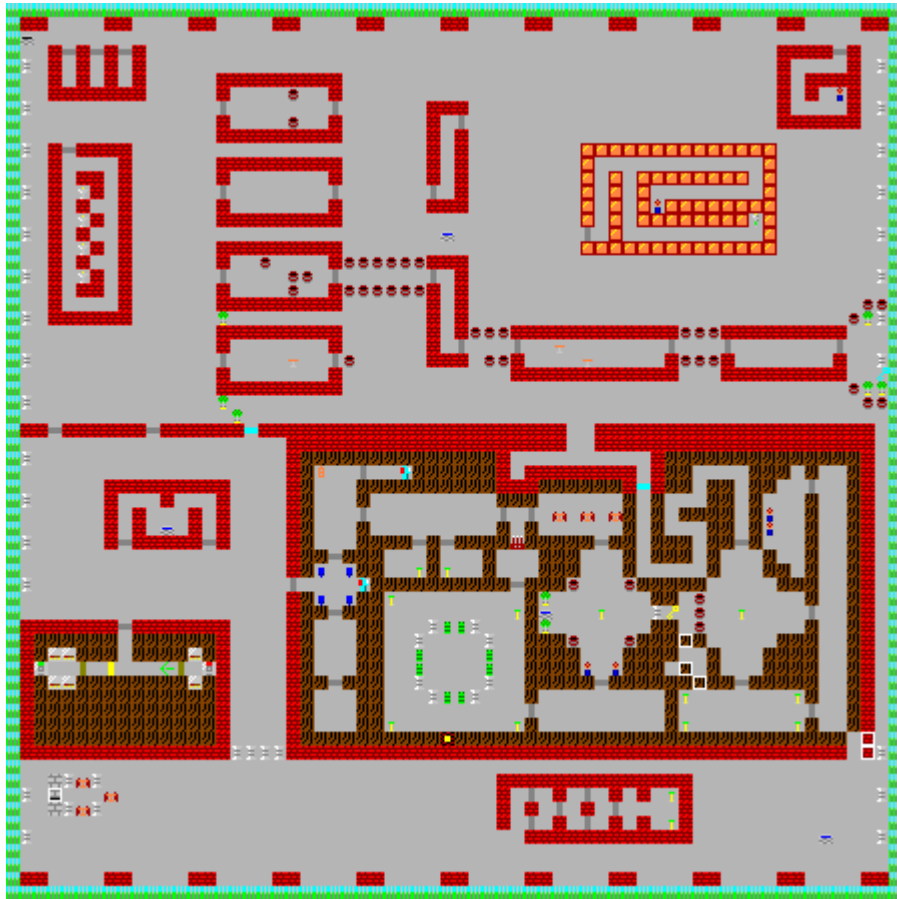
In case if you are unfamiliar with the Wolfenstein-3D world, or just want to get used to it, below here are the simplified maps for the first episode, except the secret level. The grey areas on the maps are the corridors and rooms where you can move. White rectangle around a wall on the map means that wall is a pushwall. You can push it with the Use key, the same key with which you use to open doors. White letter "E" means an end-of-episode trigger, the level and the episode will be completed when you step on it. (No soldiers, monsters, dogs, food, treasure items, and other non-blocking items have marked. I've also omitted floor codes and direction markings. I redraw most of the markings to make it identifiable for those who are not familiar with CE.):



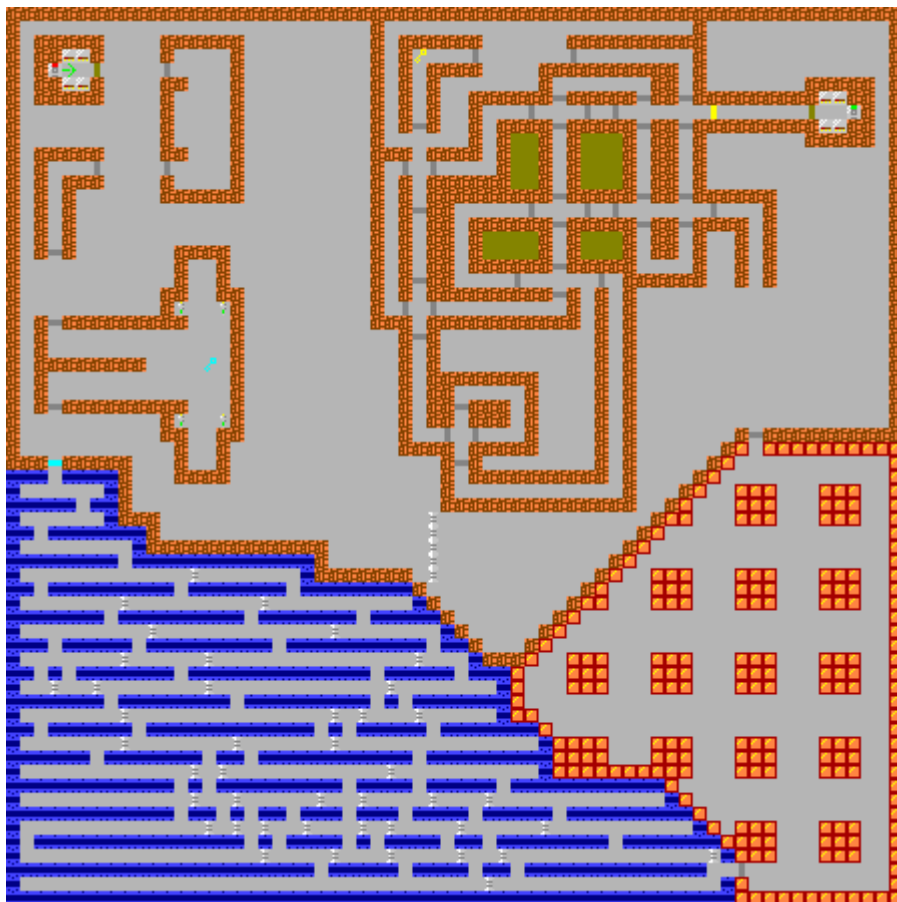
E1-M1



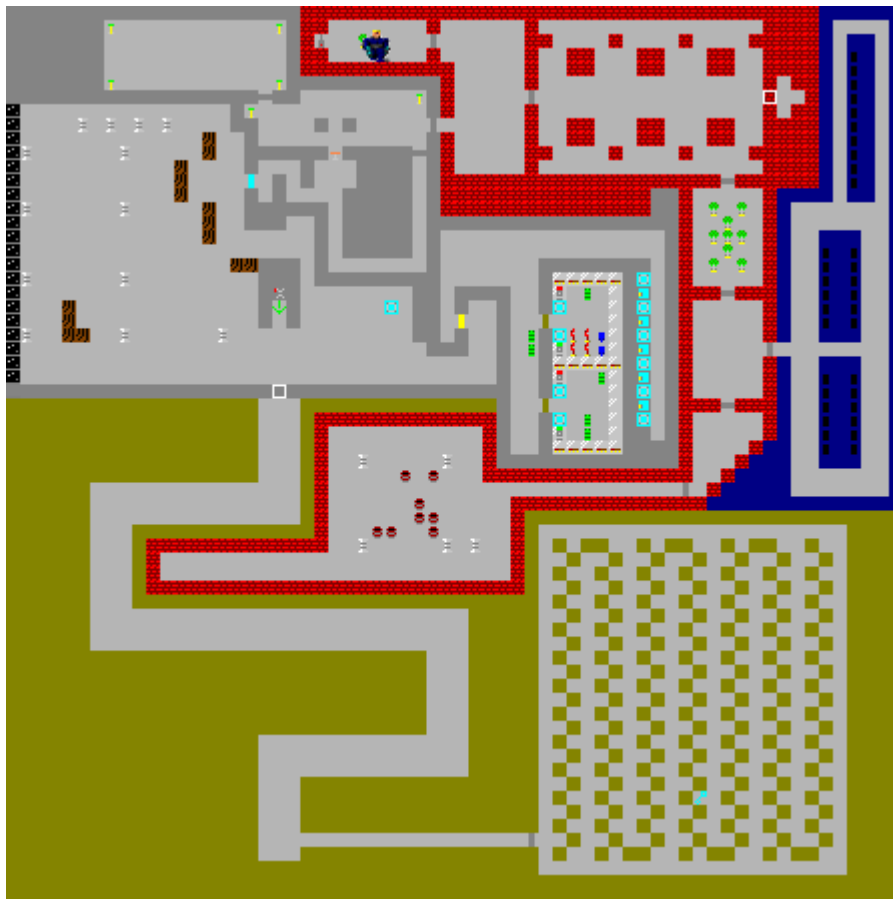
E1-M2



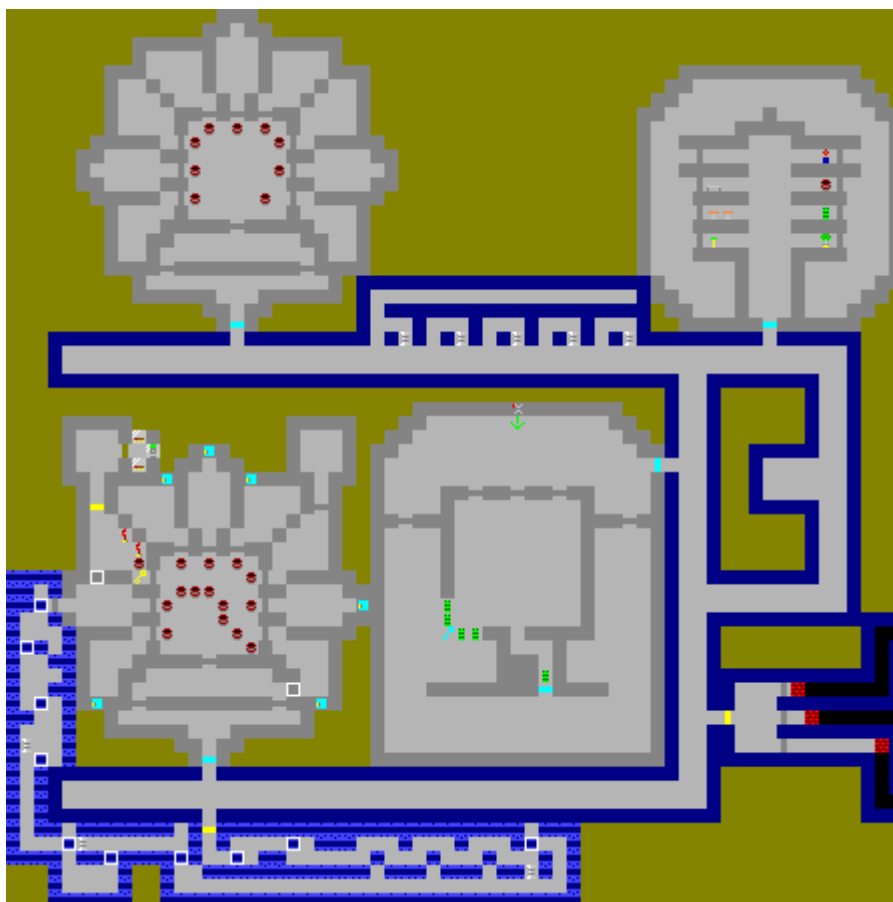
E1-M3



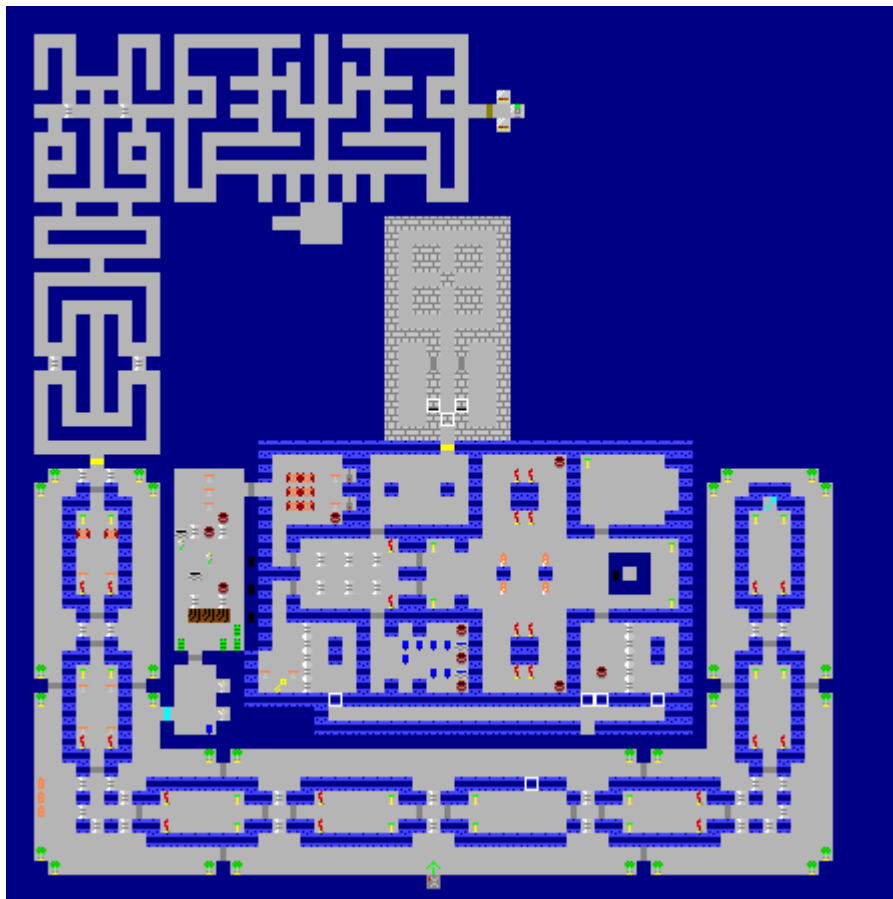
E1-M4



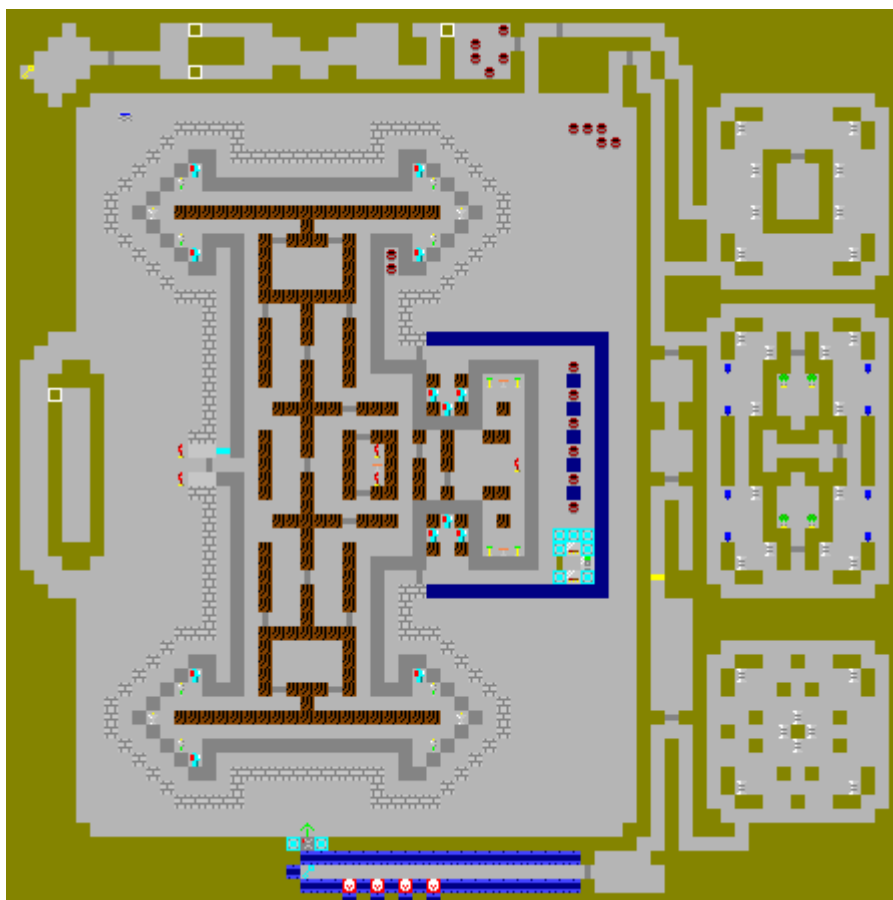
E1-M5



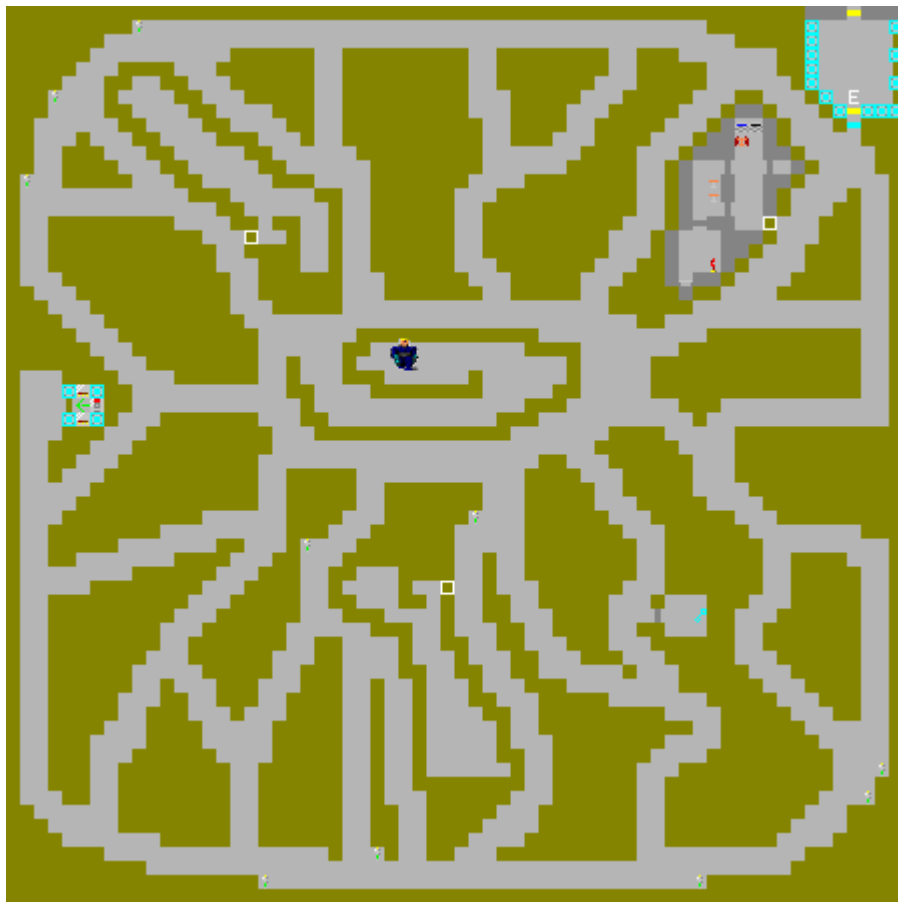
E1-M6



E1-M7



E1-M8



E1-M9

Ep2 General Fettgesicht ;The Irregular episode!

Floor	Level	Silver Key	Golden 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! (Unlike creating it! Making the dogs not to get stuck was hard!)

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 tactics! Don't forget to pick up the key! Good luck!*

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

SL6 *You are dying, but you must find the key and the path for living! Don't give up!*

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 listen! (Not for babies, nor mimosas.)*

BL Find Fat Face & Finish! Good luck!

Ep3 Gretel Grosse Sieben

Floor	Level	Silver Key	Golden 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 to get trough a closed door without the 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 pushwall has a crack on it. Push them all! Good luck!
- L6** Don't open the elevator till not saved the game! Good luck! (This was the first level I made!)
- L7** This is the level with that magic spiral! You can check the map of E3-M7 on page 14. 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 create a trap for her: Head to the first room, and push a wall. Make sure that she's behind you! Good luck! Save 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	Golden 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 must escape them. Your only hope is that these dogs cannot open the doors. Good luck!
- L3** You must find the hidden silver key to complete this level. Good luck! Please ignore the secret score here!
- SL** *If 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. At the end of this level, there is a strange elevator switch on the wall. Good luck!
- L5** Oh no! It's a deadly trap! Fight for your life!
- L6** You must find the hidden silver and golden 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 golden key to complete this level. More brain than brawn! Try to find a safe place from where you can start cleaning! A secret place there can help you! Good luck!
- BL** Go Get Giftmacher! You must unblock the path first. Good luck!

Ep5 Operation: Eisenfaust

Floor	Level	Silver Key			Golden 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

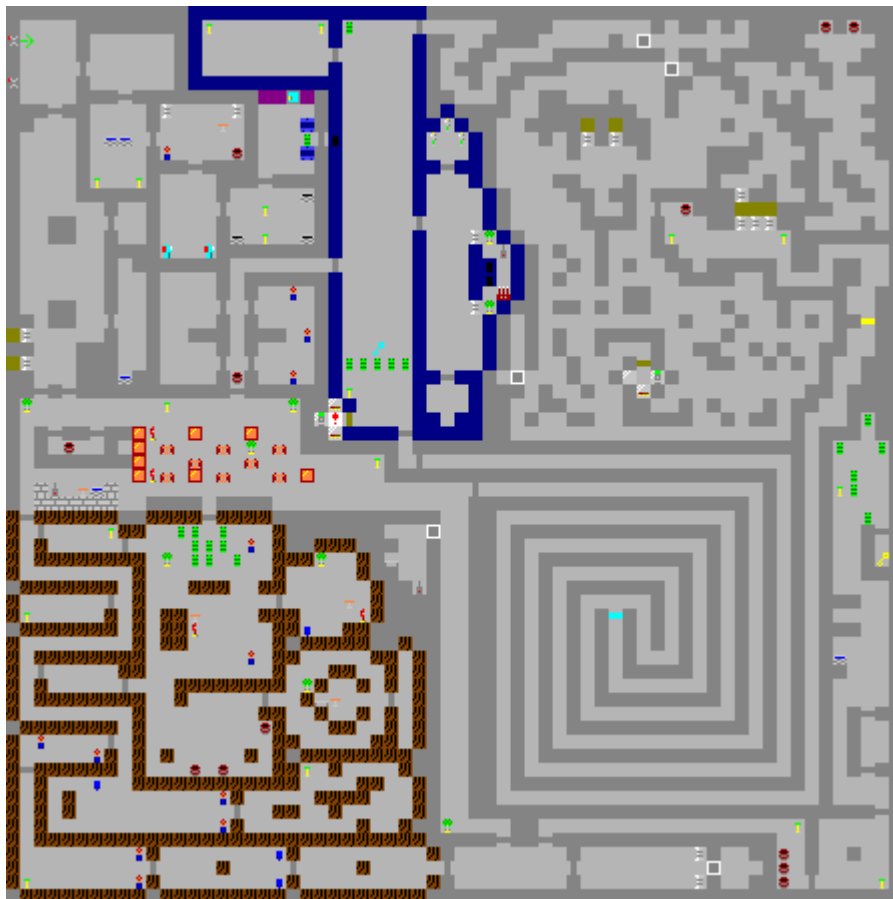
- L1** You must find the hidden silver and golden keys to complete this level. The final elevator is hidden. You can check the map of E5-M1 on page 14. Good luck!
- L2** You must find the hidden path to proceed to the center of the level. Good luck! Note: Max secret is 66% here, sorry!
- L3** Memorize the door you leave because you must go back exactly there, opening any other door just deliver you a quick death, BJ! 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 golden key to complete this level. You also have to be lucky to find the hidden golden key. Stop when you see "Verboten", it says: Paranormal danger ahead! You can check the map of E5-M5 on page 15. 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 golden key. These three are the only health items on this level! Use bullets rather than being hurt! Be quick after you enter the silver key door, because only Hans has the golden key, and he is behind a golden key door, someone will open the door inside, but right after you must enter to wake up the boss, otherwise you'll never be able to complete this level! 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 it happens.) Save the game when you enter this 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	Golden 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 golden key and the hidden golden key door to complete this level. Good luck! Please ignore the secret score here!
- L2** You can check the map of E6-M2 on page 16. 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! Is this the Boss level? No, it can't be.. But it is, just in an earlier stage! Sludge break yet is a minor problem. Improve the opportunity, and look around! Good luck!*
- L4** You must find the hidden golden key to complete this level. Good luck!
- L5** A huge labyrinth. Use the silver key door system in the maze as a shortcut when you want to go back (and forth) to the silver key door located in the first room. You can check the map of E6-M5 on page 16. Good luck!
- L6** You must find the hidden golden key to complete this level. As you get the golden key, something startling will happen: The two keys melting together, and you will have only one bronze key that will open every door, EVERY DOOR. Good luck! You will need it.
- L7** **You shouldn't open every pushwall on this level. If you open the wrong pushwall, you will be chased by demons. Check the map E6-M7 on page 17. Good luck! Besides, if you not open all pushwall, your secret ratio will not be 100%.
- L8** Good luck!
- BL** Déjà vu, or isn't? Since then, sludge break grew serious, obstructing the south side of the bunker. Fortunately, Hitler is lurking somewhere near here... Halt Hitler! You can check the map of E6-M9 on page 17. Good luck!

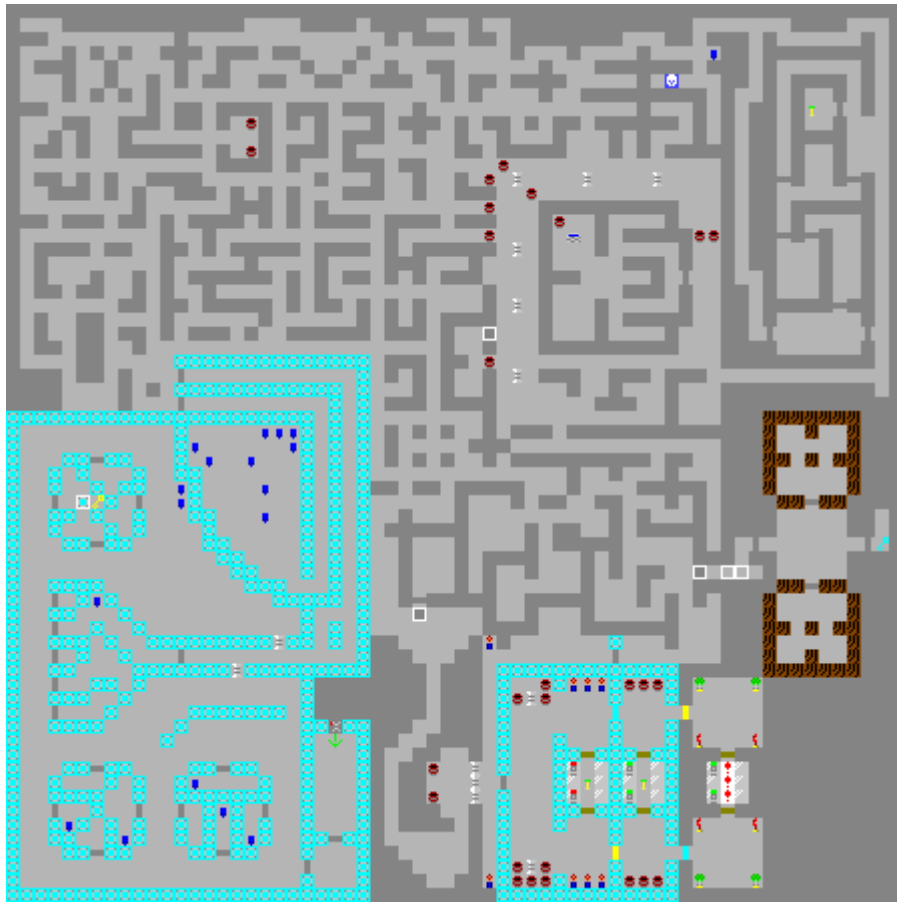
Here are some simplified maps. (See page 3 for details about my simplified maps):



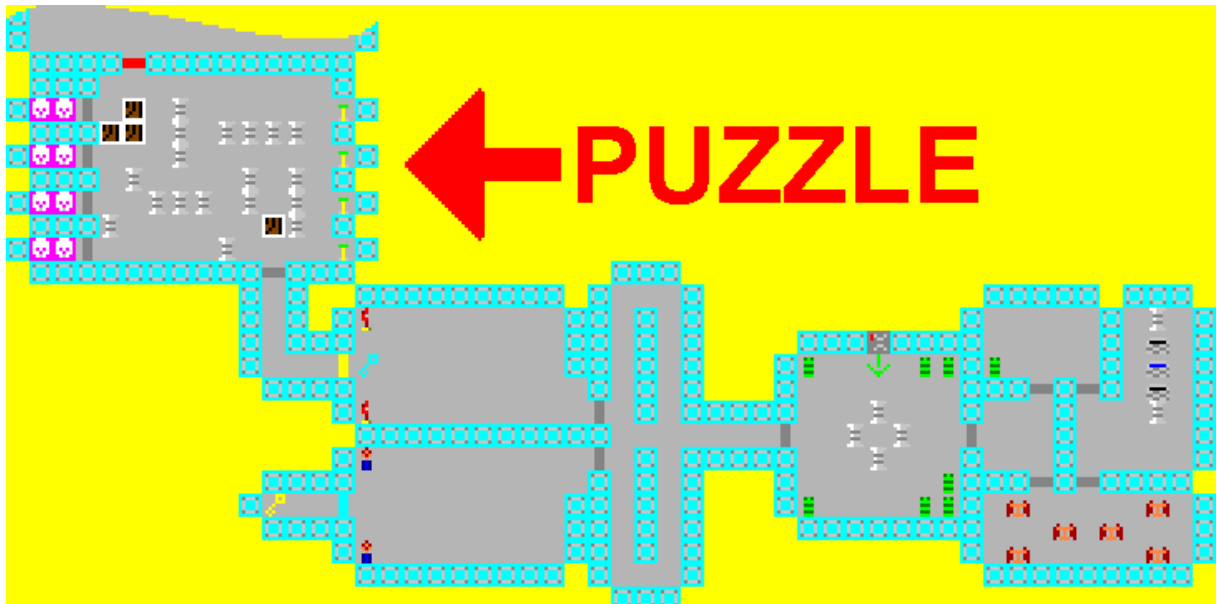
E3-M7



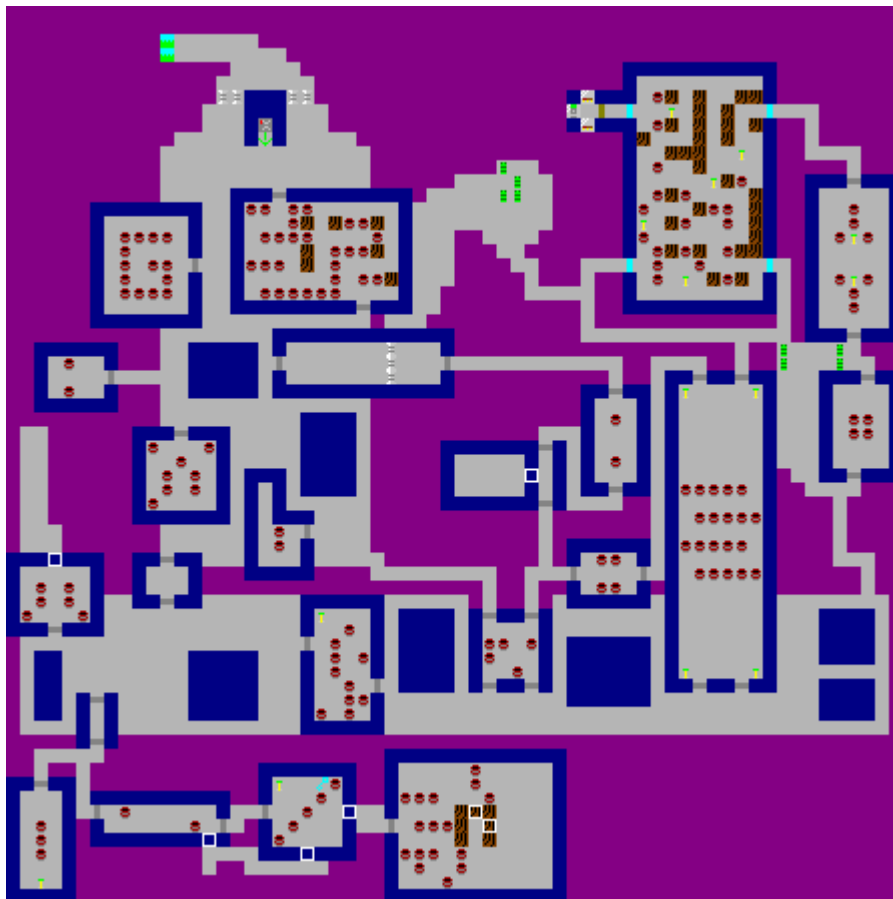
E5-M1



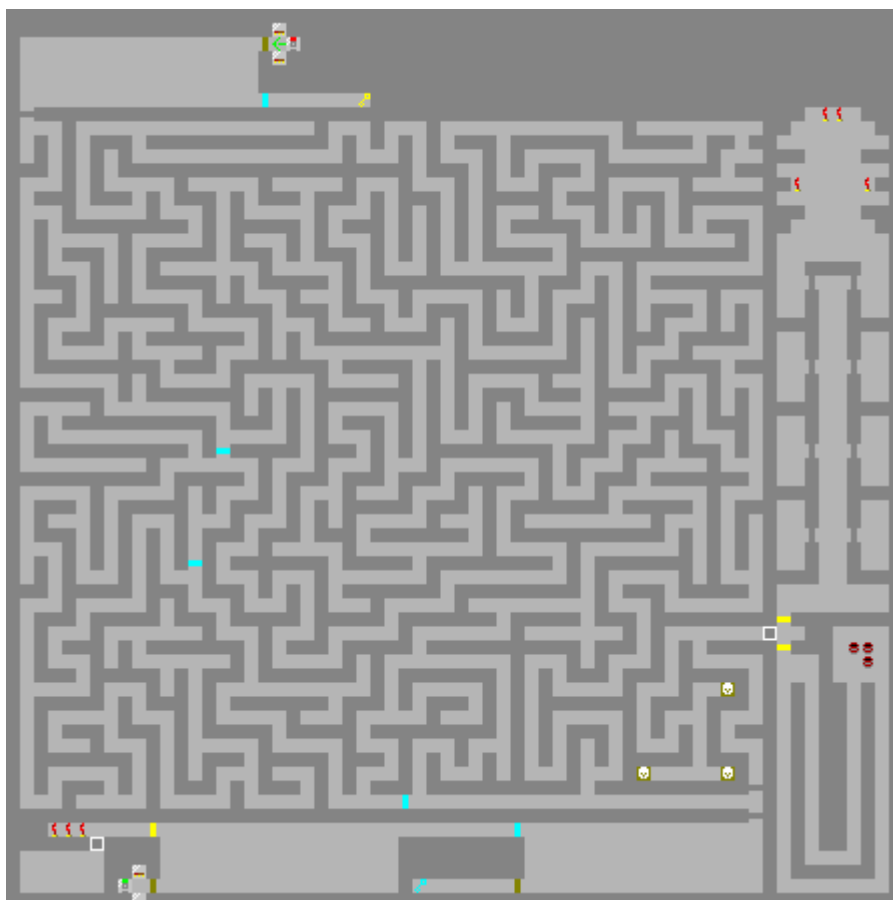
E5-M5



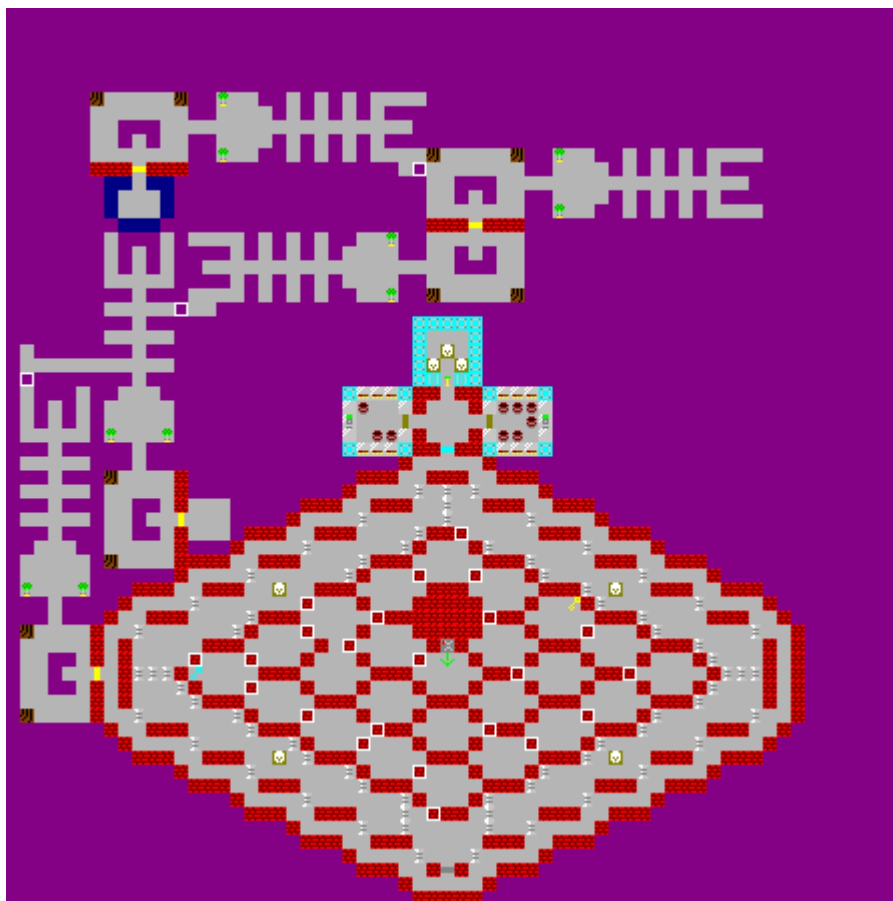
The puzzle in E5-M8



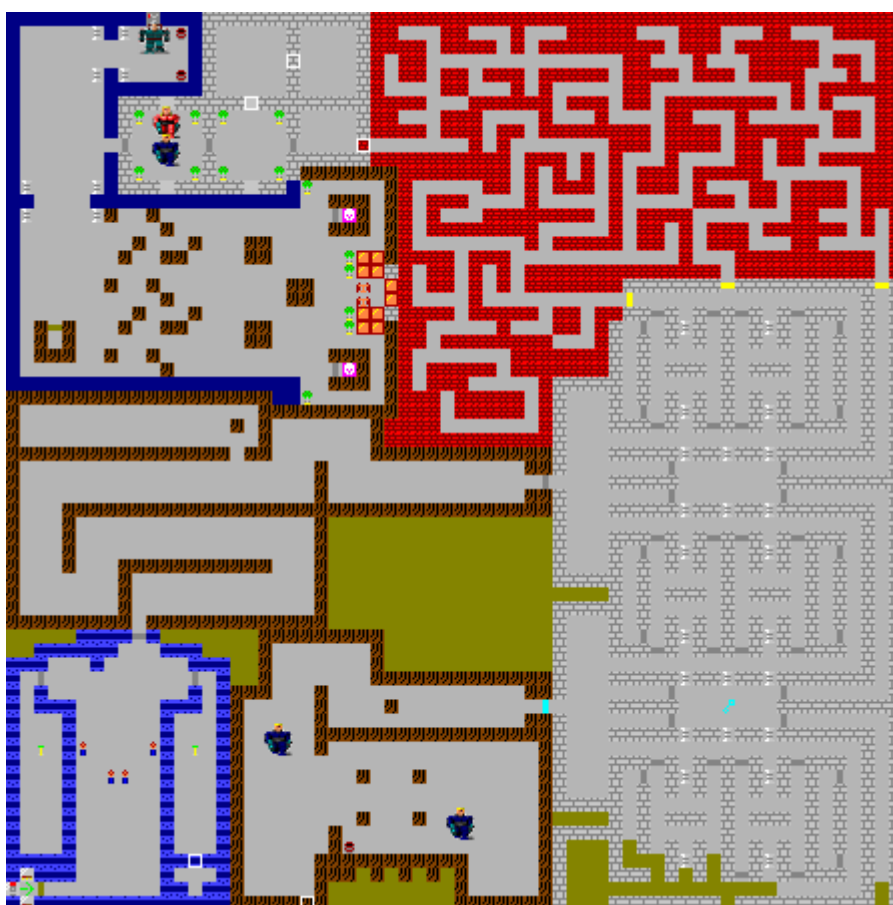
E6-M2



E6-M5



E6-M7



E6-M9