

Return to Castle Wolfenstein Secrets Guide

by Pappy-R

Warning! I'm about to spoil all your fun! If you enjoy finding game secrets, don't read this spoiler. If you're new to the world of FPS secrets, or are stumped, then read on 'cause this may help. The following pages list, explain and *show* all of the secrets in **Return to Castle Wolfenstein**, so don't say I didn't warn you.

There's nothing quite like an **id Software** title to satisfy the "secrets fetish" in some gamers. For me at least, the thought of going after all those goodies the developers have so vainly tried to hide is enough to make me dim the lights and crank up a good all night treasure hunt. RtCW did not dissappoint, and we have **Gray Matter** to thank.

The art of "secret searching" (yes it's an art) is something that must be done a specific way, per game, to satisfy. Using things like a noclip cheat doesn't always do the trick and is far less satisfying than finding the treasure by breaking map items, crawling to and scooping the goods. In Wolf, you have what I call a "world nose" to help you find most of the game's secret stashes. When you have something in the map close to your face, your "world nose" will tell you (by use of icons) if you can break, grab or open the item or small area. That makes it sound easy, but the designers took that into consideration and threw in some "flick and run" or "remember this for later" based secrets that once found will make you smile at the very least. The levels are big and full of objects, doors and interactive bits that will have your icons flashing up a storm, but only certain things are secrets, and they're marked clearly so you'll know when ya get one.

The following guide lists each map, secret and info on each secret as well as containing a pic for each secret. Some things may not be done in the order you choose to do them since the game does allow some variation in path on some levels. Use the pics to guide you, they're the key. Now let's rock!

Episode 1: Ominous Rumors

Level 1: Escape (7 secrets)

Level 2: Castle Keep (4 secrets)

Level 3: Tram Ride (0 secrets)

Episode 2: Dark Secrets

Level 1: Village (2 secrets)

Level 2: The Catacombs (1 secret)

Level 3: The Crypt (2 secrets)

Level 4: The Defiled Church (1 secret)

Level 5: Tomb (0 secrets)

Episode 3: Weapons of Vengeance

Level 1: Forest Compound (1 secret)

Level 2: Rocket Base (1 secret)

Level 3: Radar Installation (1 secret)

Level 4: Air Base Assault (0 secrets)

Episode 4: Deadly Design

Level 1: Kugelstadt (1 secret)

Level 2: The Bombed Factory (0 secrets)

Level 3: The Trainyards (2 secrets)

Level 4: Secret Weapons Facility (4 secrets)

Episode 5: Deathshead's Playground

Level 1: Ice Station Norway (1 secret)

Level 2: X-Labs (1 secret)

Level 3: X-Labs Super Soldier Chambers (0 secrets)

Episode 6: Return Engagement

Level 1: Bramburg Dam (1 secret)

Level 2: Paderborn Village (5 secrets)

Level 3: Chateau Schuftaffel (2 secrets)

Level 4: Unhallowed Ground (1 secret)

Episode 7: Operation Resurrection

Level 1: The Dig (2 secrets)

Level 2: Return to Castle Wolfenstein (2 secrets)

Level 3: Heinrich (0 secrets)

Episode 1, Level 1: Escape (7 secrets)

Secret 1

At the bottom of the first tower, across from the door is a wooden piece with a "Munitions" sign on it. Break it for ammo.



Secret 2

In the same tower, but up the stairs is a room where you get the binoculars. Shoot the bulliten board on the wall for gold. (Remeber to break whatever you can in this game)



Secret 3

The big nazi barracks that access from the courtyard has bad bricks in the floor between two bunks.



Secret 4

You enter a room and kill the officer when nazi's from the floor below start blasting away at your floor and opening it up. Kill them, drop down and knock out the end wall without a door, but looks like a bricked up old doorway.



Secret 5

Another fireplace room, look for the wall candles that aren't lit. Twist it and watch the wall to the left of the fire open up.



Secret 6

A couple more doors away you hit a big room with a couple Nazi's and a map board. Shoot the pic of Hitler in the room for gold. (Always shoot Hitler, or any other pics on the walls)



Secret 7

You'll come to a "U" shaped hall with some grey, carved stone wall panels. Activate the left and the right opens to a secret room.



Episode 1, Level 2: Castle Keep (4 secrets)

Secret 1

When you start, enter the room on your right, kill the Nazi and move the picture to reveal a switch. The switch opens a panel above the fireplace, behind the flag. Shoot the flag, put a chair **on** the table as close to the fireplace as possible (nudge carefully). Hop from the chair to the mantle for the gold.



Secret 2

After killing the two gaurds in the wine cellar, go in between the two barrels closest to the door and push the jutting wall stone. This opens a wine rack in the room to some secret wine. Good stuff!



Secret 3

When you get to the basement and kill a bunch of baddies, go into the larger room and bust the bulliten board for some gold.



Secret 4

At the end of the hall that was just full of Nazi's, open the door to red light. Blow the barrel on the left to open the wall to more treats.



Episode 2, Level 1: Village (2 secrets)

(There were no secrets in Episode 1, Level 3)

Secret 1

When you come to a large open courtyard, look for a balcony. Hop up to a health secret using railings and pillars.



Secret 2

When you get to a store, there's a secret in the floor that a book on the shelf opens up.



Episode 2, Level 2: The Catacombs (1 secret)

Secret 1

After entering (dropping), The secret is on the catwalk, left of the "T", but the button to open it is in the crypt room next to where you entered the level. You have to be quick, and after hitting the stone button, run! Take note of the shapes on the wall behind the treasure you find, they are the key to your next secret.



Episode 2, Level 3: The Crypt (2 secrets)

Secret 1

At one end of a hall is a switch you need to hit to continue, but on the other end is a large cross that once broken, opens a hole in the floor. Drop down for a secret room.



Secret 2

You'll have three traps to negotiate to drop the column to go up a level. Do them in the order from the last level secret. The signs are on the doors to the traps and done in order you get a secret up top. When you get up, two zombies emerge from the walls on either side of the arch. If you did the traps below right, you can go in and grab gold from where the zombies came out.



Episode 2, Level 4: The Defiled Church (1 secret)

Secret 1

This is a simple hop secret. The prize is on the right of the altar and you can't get there by normal means. Just hop from the center landing to the right landing and open the door on the altar end.



Episode 3, Level 1: Forest Compound (1 secret)

(There were no secrets in Episode 2, Level 5)

Secret 1

In the last compound you come to, there's a large building you can't seem to enter. Get on the compound wall using boxes and get onto the building roof close to the target building. A wire connects the two and is your way across and into the roof opening. Make sure you blow the tanks once inside to reveal treasure in one of the boxes stored there.



Episode 3, Level 2: Rocket Base (1 secret)

Secret 1

OK, as you go through levels, destroying everything that's breakable, you'll come to a room (after bridge collapse) with a closed panel hidden behind a bulletin board. The panel can be opened by the switch under the rear left corner of a table close at hand. You can't see the switch without the snooperscope, but you can trigger it regardless.



Episode 3, Level 3: Radar Installation (1 secret)

Secret 1

While cleaning out buildings, you'll hit a machine shop. Tools, lathes and such. break the big floor grate and head through the vent for ammo, health and weapons. The gold in this level is in the radio room (tower on roof), right out in the open. Gold isn't a secret here.



Episode 4, Level 1: Kugelstadt (1 secret)

(There were no secrets in Episode 3, Level 4)

Secret 1

Before dropping down the sewr to end the level, look around to see a girder knocked out of whack so it's a ramp to go up. Go on up and jump over to what's left of that floor for ammo.



Episode 4, Level 3: The Trainyards (2 secrets)

(There were no secrets in Episode 4, Level 2)

Secret 1

You need to get to the building close to the long train using the ladder in the far corner. Once on top, just hop onto the train and drop down the obvious opening on top.



Secret 2

In the warehouse you need to hop over to the movable platform up top. It's a tricky jump from rail to platform, but you can do it!



Episode 4, Level 4: Secret Weapons Facility (4 secrets)

Secret 1

I told you to blow up gas canisters, and this big rack of them will open the wall to that stocked room near the entrance.



Secret 2

After the chaos of the escaped "loppers" is done, you'll have one more still locked up. His cell's back wall is breakable and leads to a secret stash. Open the cell, kill the baddie and break the wall.



Secret 3

Secret 3 and 4 here are connected and you need to do #3 to get to #4. When you reach the room with the well (water) in the center of the room, break the grate behind the pipes under water. Swim through and up into some maintenance areas following ladders until you get to a valve. Turn the valve.



Secret 4

After #3 is done, there's water in some areas now. Drop down as shown and come up in the next room through a small opening for the secret goods.



Episode 5, Level 1: Ice Station Norway (1 secret)

Secret 1

When you reach the first fenced area past the sub, you'll see a radio tower on a building. That building has a secret room you can enter from the rear of the building by breaking into a vent.



Episode 5, Level 2: X-Labs (1 secret)

Secret 1

When you get to the room in the picture, jump in the water. It's a long swim, but there's plenty of spots to pop up for air. Follow the metal doors you see along the way to the secret room.



Episode 6, Level 1: Bramburg Dam (1 secret)

Secret 1

When actually inside the dam you'll come to an incline lift that takes you up. Send it up alone and break the vent underneath to crawl to a secret stash.



Episode 6, Level 2: Paderborn Village (5 secrets)

Secret 1

After killing her honey, you might as well steal the gold from the woman in her undies. She keeps the gold in the chest at the end of the bed.



Secret 2

In the L shaped hall that breaks up the first and next street section you'll see a small, locked door. Shoot the lock (quietly!) to enter the Apotheker's back room.



Secret 3

Open the door to exit the Apotheker's and you'll see a sniper in a high room. You can get in that room via the drainpipe to the right of the window.



Secret 4

When you open a house door to see one of your targets at his desk in front of you, nail him and the picture behind him to reveal a switch. The switch opens the opposite wall.



Secret 5

Another wine cellar trick, the corner cask has a stopper that sticks out (most don't). Tweak that to open the wall to the left, rear of the cask.



Episode 6, Level 3: Chateau Schuftaffel (2 secrets)

Secret 1

In the first blue room you enter, two Nazi's and a fireplace, shoot the Hitler pic over the fireplace to reveal a shootable Nazi log that opens a door in the base of the large, main stairs in the next area. It does close, but you don't have to run.



Secret 2

You'll come to a fireplace in the library that has tools (the only one). The tools open the secret behind the fireplace.



Episode 6, Level 4: Unhallowed Ground (1 secret)

Secret 1

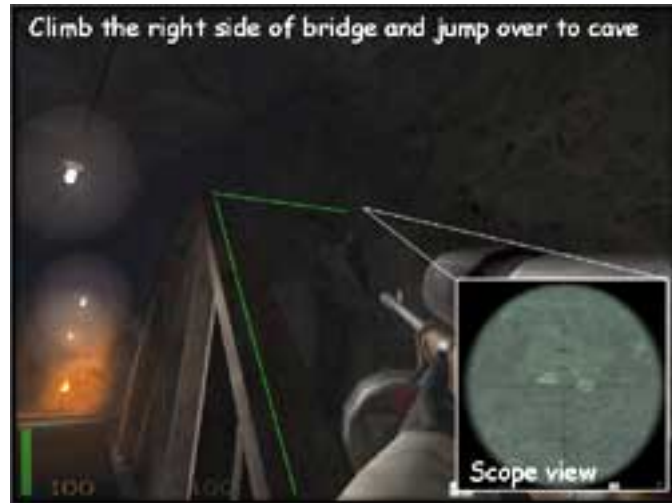
Man is this dark! When you exit the chateau courtyard, go left and wind around as the path will have you do. You'll notice a destroyed building by a graveyard that's not much more than a floor and foundation. The floor is damaged and breakable, leading to a lot of gold.



Episode 7, Level 1: The Dig (2 secrets)

Secret 1

When you get to the metal bridge, climb up the right side (looking from original point of entry). Once at the top, use your special snooperscope to see a small cave you can jump to in the wall.



Secret 2

Before you drop down in the broken floor of the ruins, blow that barrel near the wall for a crystal skull secret.



Episode 7, Level 2: Return to Castle Wolfenstein (2 secrets)

Secret 1

Under some stairs you'll see a skeleton behind bars. Break the bars and steal his treats. He won't mind at all.



Secret 2

In the courtyards you'll notice damaged areas, and one leads to a secret. climb the angled beam against a wall into an upper crawl space where you crawl over to drop downinto a secret room.

