

Wunderwaffe

ZX Spectrum game

Introduction

The year is 1944. 5 years ago Nazi Germany started a bloody, brutal, global war with the goal of conquering the world. After initial success things took a wrong turn for them. Currently Nazis are losing the war and they know it well. Their only hope to change the war outcome are miracle weapons, capable to strike from great distances and bring destruction, impossible to defend against them. They call them **wunderwaffe**.

Somewhere in the Sudeten mountains lies a hidden, underground base. Rumours say that Nazis work there on experimental rockets and their projects are in a very advanced stage. If these rockets came into regular use it would be a heavy blow to the free world fighting against Nazis.

Here your story begins. You are an Allies undercover agent, disguised as a Nazi officer. You learned the location of the secret base. Your orders are clear. You must infiltrate the base and obtain the fingerprints of miracle weapons. This will help to find their weaknesses and effectively defend against them.

Gameplay

Your task is to find 8 parts of a document describing an experimental rocket and return to the exit. On your way you will fight against Nazi guards and automated sentry drones. Are you ready to take the challenge?

Game may be controlled with keyboard, Kempston joystick or Sinclair joystick. If you choose keyboard, the keys are Q-up A-down O-left P-right and Space-fire.

Game controls:

LEFT - moves your character left

RIGHT - moves your character right

FIRE - fires a bullet (if you have some bullets left)

UP - jumps straight up if pressed without other keys or jumps left/right if pressed with another direction key

DOWN - different action depending on the context:

- Pick up item if standing close to item
- Open door if standing close to door and having a key. The exception here is first door leading outside which can be opened without any key but only when you collect all the documents
- Ride a lift if standing on the lift
- Call a lift if standing close to lift shaft but the lift is not here

Items

On your path you'll find different items useful in your quest



ammo: increases available number of bullets



food: increases your energy



key: use it to open any door (except the entrance door)



clock: increases time left to complete the mission



document: one of 8 documents required to complete your mission

Enemies



wehrmacht soldiers: they patrol the base and fire when they spot you



waffen-ss: similar in their behaviour to regular soldiers



Goliat Zwei tanks: these small automated tanks are improved version of first Goliat tank. First Goliats required cable and human operator, but these ones move on their own and damage anyone close to them



Igel drones: these experimental flying drones hurt anyone close to them with their sharp spikes

Game hints

- jump to avoid enemy bullets
- learn enemy movement patterns, they move on fixed routes
- collisions with bullets are generous in this game, use it for your advantage
- don't get into unnecessary fighting