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Return to Castle Wolfenstein The second game in the Castle Wolfenstein series, Return to Castle Wolfenstein was released in August 1991. Wolfenstein 3D was originally an expansion pack; an engine was intended to be made for the trilogy, but the project was abandoned. To compensate for this, Returns takes place in the same universe as the first game (although the first game's story is not linear, and the first and second are loosely based on the first game), but takes place in an alternate timeline. The ending credits acknowledge this by stating that Wolfenstein 3D was created first, and the Nazis won the war. Originally, Wolfenstein 3D was an expansion pack, and it was suggested by Apogee Software's then CEO Brett Sperry that they create a trilogy using the same engine with different settings. This system had been used for Doom, and thus, Wolfenstein 3D was made in this manner, in that it is set in a different timeline and alternate history, and it was also a sequel to the game. Return to Castle Wolfenstein was in development by Apogee until June 1991, and it was released in August 1991. A sequel to the sequel, Return to Castle Wolfenstein: Enemy Territory was released in March 1994, a sequel to the sequel, Wolfenstein 3D was released on DOS in October 1999, and a sequel to the trilogy, Day of Defeat was released in March 2004. Installation and gameplay Unlike most other Wolfenstein games, Return to Castle Wolfenstein required patching to work. The game was patched by Andy Poberezny for Microsoft Windows, which added support for high resolutions and high color depth, and added a resolution menu allowing one to choose between 768x576, 720x576, and 640x480. Return to Castle Wolfenstein supported up to eight players for multiplayer, and had four levels and three game modes: Survival, Team Deathmatch, and Capture the Flag. The game started the player as the Spawn character, a rookie soldier, and the goal of the game was to become the head of Castle Wolfenstein's vampiric Gestapo. This was attempted by completing a series of missions, featuring the main character traversing the castle. Eventually, the player character would enter the room where one of the now-dead protagonists from the original game lives. Assuming the personality of this character, the player then makes decisions to help the protagonist (the "Wulf") escape Castle Wolfenstein, but the 55cdc1ed1c

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