

wolfenstein the new order trophy guide

wolfenstein the new order trophy guide is your essential resource for mastering every trophy in this iconic first-person shooter. Whether you're a completionist aiming for the coveted platinum trophy or a newcomer seeking to boost your GamerScore, this comprehensive guide will break down each achievement, provide strategic tips, and offer detailed methods for unlocking even the most challenging trophies. You'll discover efficient routes for collectible trophies, expert advice for difficulty-related achievements, and clear instructions for unique gameplay challenges. This article is optimized for search engines and packed with practical information to ensure your journey through Wolfenstein: The New Order is both successful and enjoyable. Read on for an organized, keyword-rich guide covering all aspects of the trophy list, from story progression and collectibles to combat techniques and secret achievements.

- Overview of Wolfenstein The New Order Trophies
- Trophy Categories and Difficulty
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- Secret and Missable Trophies
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Overview of Wolfenstein The New Order Trophies

Wolfenstein: The New Order offers a well-balanced trophy list designed to challenge players across varied gameplay styles. The trophy set features a mix of story progression, collectibles, combat feats, and skill-based objectives, making it appealing for both casual players and experienced achievement hunters. Understanding the structure and requirements of these trophies is crucial for planning an effective playthrough and maximizing your success rate.

- Platinum Trophy (PlayStation only): Awarded for collecting every other trophy.
- Gold, Silver, and Bronze trophies: Distributed across story, combat, and exploration challenges.
- Hidden and secret trophies: Often tied to specific actions or choices throughout the campaign.

By familiarizing yourself with the trophy requirements early on, you can avoid missing key achievements and ensure a streamlined progression towards 100% completion.

Trophy Categories and Difficulty

Wolfenstein The New Order trophy guide divides achievements into several core categories, each with distinct challenges. The game's difficulty modes and narrative choices further influence the path to platinum, requiring strategic planning and adaptability. Trophy hunters must be aware of both missable and difficulty-specific trophies to optimize their gameplay.

Story Progression Trophies

These trophies are unlocked automatically as you advance through the main campaign. They are unmissable, allowing you to focus on narrative immersion without worrying about completion requirements. However, some trophies are tied to player choices, such as the Fergus or Wyatt timelines, so multiple playthroughs may be required for full completion.

Collectible Trophies

Collectibles play a significant role in trophy acquisition. The game features Enigma Codes, gold items, letters, and other secrets hidden throughout each level. Many trophies are earned by gathering all collectibles of a certain type, requiring thorough exploration and attention to detail.

Combat and Skill-Based Trophies

A core aspect of the Wolfenstein The New Order trophy guide involves combat proficiency and skill-based challenges. These trophies typically require mastering weapon types, executing stealth kills, and defeating enemies using specific tactics. Some achievements demand a high level of accuracy, timing, or creative problem-solving within the game's environments.

Difficulty and Missable Trophies

Certain trophies are tied to higher difficulty settings, such as completing the campaign on "Über" mode. Additionally, several achievements can be missed if specific actions are not performed during a chapter. Careful planning and regular manual saves are recommended to prevent missing these trophies.

Story-Related Trophies

The story-related trophies in Wolfenstein: The New Order guide players through significant plot milestones. These achievements unlock as you progress through the campaign's chapters and complete pivotal objectives. They provide a natural sense of accomplishment, marking your journey through the alternate history narrative.

Chapter Completion Trophies

Each major chapter in the game awards a trophy upon completion. These are unmissable, ensuring that all players receive recognition for reaching key story beats. Both Fergus and Wyatt's timelines include separate trophies, so experiencing both story paths is essential for full completion.

- Complete Chapter 1: "Escape!"
- Finish Chapter 12: "The Gibraltar Bridge"
- Conclude the campaign: "Über Hero" trophy for finishing on the hardest difficulty

Timeline Choice Trophies

Early in the game, players choose between saving Fergus or Wyatt, resulting in diverging storylines and unique trophies. You must complete the game twice, once on each timeline, to unlock all related achievements. This encourages replayability and exploration of alternative narrative outcomes.

Collectible Trophies

Wolfenstein The New Order features a wide array of collectibles, each contributing to specific trophy requirements. Collectibles are scattered across all chapters, and missing any can require replaying levels. Utilize in-game maps and keep a checklist to ensure thorough coverage.

Enigma Codes

Enigma Codes are secret documents hidden throughout the game. Collecting all codes unlocks the "Code Breaker" trophy. These items are often well concealed, requiring keen observation and exploration skills.

- Search every room and nook within each chapter

- Interact with desk drawers, shelves, and hidden compartments
- Check behind objects and in locked areas for codes

Gold Items and Letters

Gold items and personal letters enrich the game's lore and support trophy progress. Collecting all gold items unlocks the "All That Glitters" trophy, while gathering every letter rewards you with "Postman." These collectibles are often placed off the main path, so careful searching is required.

Combat and Skill-Based Trophies

Combat trophies in Wolfenstein The New Order reward players for demonstrating strategic proficiency and creative gameplay. Many achievements are tied to specific weapon types, enemy eliminations, and combat scenarios.

Stealth and Melee Trophies

Achieving stealth and melee trophies involves eliminating enemies quietly and without detection. For example, the "Knife Sheath Master" trophy is awarded for performing stealth kills with a knife. Plan your approach, study enemy patrols, and use cover to remain unseen.

- Execute stealth kills from behind
- Utilize environmental sound cover (alarms, machinery)
- Avoid detection by disabling cameras and alarms

Weapon Mastery Trophies

Weapon-based trophies require expertise with the game's arsenal. Achievements like "Super Hero" (kill 250 enemies with dual-wielded weapons) and "Gun Master" (kill 1000 enemies) demand consistent combat engagement throughout your playthrough.

Secret and Missable Trophies

Secret and missable trophies add complexity to the Wolfenstein The New Order trophy guide. These

achievements often require specific actions, chapter choices, or hidden tasks. Missing them may necessitate replaying sections of the game.

Hidden Achievements

Some trophies are intentionally concealed and only revealed after fulfilling certain conditions. These may involve unique combat scenarios, secret areas, or narrative decisions. Reference a detailed trophy checklist to monitor progress.

Missable Trophies

Missable trophies are awarded for actions that can only be performed at specific moments. Examples include saving certain characters, triggering rare in-game events, or completing side objectives. Manual saves and attentive gameplay are crucial for securing these achievements.

Efficient Trophy Roadmap

Creating an efficient roadmap is vital for anyone pursuing platinum in Wolfenstein: The New Order. By planning your playthroughs and keeping track of trophy requirements, you can minimize backtracking and optimize your time.

Recommended Playthrough Order

To unlock all trophies, plan at least two full playthroughs: one for each timeline. Complete the campaign on “Über” difficulty during your second run to cover all difficulty-related trophies. Collect all items and fulfill missable conditions during each playthrough.

1. First playthrough: Focus on Fergus timeline, gather all collectibles, and complete as many combat trophies as possible.
2. Second playthrough: Choose Wyatt’s timeline, play on “Über” difficulty, and target remaining combat and stealth achievements.
3. Use manual saves before critical choices or events to secure missable trophies.

Tips for Achieving Platinum

Achieving platinum in Wolfenstein The New Order requires persistence, attention to detail, and

strategic gameplay. Whether tackling challenging combat trophies or hunting elusive collectibles, following expert tips can improve your chances of success.

General Trophy Tips

Maximize your progress with these essential strategies:

- Play on lower difficulties initially to familiarize yourself with levels and collectible locations.
- Use online guides for collectible maps and locations to avoid missing items.
- Prioritize stealth kills and weapon mastery throughout each playthrough.
- Maintain multiple manual saves to revisit missable trophy scenarios.
- Review trophy requirements before each chapter to plan your approach.

By combining careful planning, strategic gameplay, and thorough exploration, you can efficiently unlock every trophy in *Wolfenstein: The New Order* and secure your place among elite achievement hunters.

Q: How many playthroughs are required for platinum in *Wolfenstein The New Order*?

A: You need at least two full playthroughs—one for each timeline (Fergus and Wyatt)—to unlock all trophies, including timeline-specific and difficulty-based achievements.

Q: What is the hardest trophy to unlock in *Wolfenstein The New Order*?

A: The “Über Hero” trophy, earned by completing the campaign on the highest difficulty, is widely considered the most challenging due to tougher enemies and limited resources.

Q: Are there missable trophies in *Wolfenstein The New Order*?

A: Yes, several trophies are missable, especially those tied to specific chapter events, timeline choices, and collectibles. Regular manual saves help avoid missing these.

Q: Can I collect all trophies in a single playthrough?

A: No, because the game features timeline-specific trophies and difficulty-based achievements, at least two playthroughs are necessary for full completion.

Q: What collectibles are required for trophies?

A: You must collect Enigma Codes, gold items, and letters across all chapters to unlock related trophies. Missing any can require replaying levels to retrieve them.

Q: How do I unlock all weapon mastery trophies?

A: Focus on using each weapon type consistently and complete all associated combat challenges, such as dual-wield kills and stealth eliminations, throughout your playthroughs.

Q: Is there a trophy for completing side missions?

A: While Wolfenstein The New Order does not have traditional side missions, some trophies require completing optional objectives or fulfilling unique in-game events.

Q: What strategies help with Über difficulty trophies?

A: Use cover effectively, conserve ammunition, prioritize stealth approaches, and learn enemy patterns to survive and succeed on the highest difficulty setting.

Q: Do secret trophies reveal after unlocking them?

A: Yes, secret trophies only display their requirements after being unlocked, so it's important to consult a trophy guide to avoid missing hidden achievements.

Q: Can I use chapter select to replay and gather missed collectibles?

A: Yes, chapter select allows you to revisit levels and collect missed items, but some trophies may require actions that can only be performed in specific story sequences.

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Wolfenstein: The New Order Trophy Guide: Conquer Every Achievement

Are you ready to reclaim your freedom and conquer every last Nazi in Wolfenstein: The New Order? This comprehensive trophy guide will arm you with the strategies and intel you need to unlock every

single achievement, from the easiest to the most elusive. Whether you're a seasoned FPS veteran or a newcomer to BJ Blazkowicz's brutal fight for survival, this guide will be your ultimate weapon. We'll cover every trophy, detailing requirements, strategies, and tips to help you complete them efficiently and effectively. Get ready to earn that platinum trophy!

Understanding the Trophy Structure

Before diving into the specifics, it's helpful to understand the trophy structure in Wolfenstein: The New Order. The game features a mix of easy-to-earn trophies rewarding basic gameplay and significantly more challenging trophies that demand specific playthroughs or mastery of the game's mechanics. We'll categorize them for clarity.

Bronze Trophies: The Foundation

These are generally earned through natural progression. Completing story missions, experimenting with weapons, and simply playing through the game will earn you a significant number of bronze trophies. Don't worry too much about these; they'll come naturally.

Examples:

First Steps: Complete the first mission. (Very easy)

Weapon Proficiency: Reach a specific kill count with a certain weapon. (Easy to achieve through normal play)

Stealth Mastery: Complete a level without alerting any enemies. (Requires some planning but achievable)

Silver Trophies: The Challenge Begins

Silver trophies represent a step up in difficulty. They often require specific actions, specific weapon usage, or completing objectives within certain parameters. These will require more focused gameplay.

Examples:

Headshot Hero: Achieve a high number of headshots. (Requires focused aim and tactical play)

Silent Assassin: Complete a significant number of levels without triggering an alarm. (Demands stealth and careful planning)

Parry Master: Successfully parry a large number of enemy attacks. (Needs practice and timing)

Gold Trophies: The Ultimate Test

Gold trophies are the pinnacle of achievement in Wolfenstein: The New Order. These typically require multiple playthroughs, specific difficulty settings, or the completion of incredibly difficult challenges. Expect to put in significant time and effort to unlock these.

Examples:

Übermensch: Complete the game on the highest difficulty setting. (Requires skill, strategic planning, and possibly multiple attempts)

Completionist: Unlock all other trophies. (The ultimate achievement, requiring completion of all other trophies)

Weapon Expert: Master all weapons by reaching a specific kill count with each one. (Demands strategic use of all weaponry throughout multiple playthroughs)

Strategies for Trophy Hunting

Successfully hunting down every trophy requires a combination of skill and planning. Here's a breakdown of essential strategies:

1. Multiple Playthroughs:

Most likely, you'll need at least two playthroughs to capture all trophies. One playthrough can focus on the story and easier trophies, while a second playthrough (or more) can be dedicated to completing the more challenging ones.

2. Difficulty Selection:

While the highest difficulty grants the most satisfying achievement, you may want to consider a lower difficulty to grasp the game's mechanics and level design before attempting a higher difficulty playthrough.

3. Weapon Mastery:

Experiment with all weapons early. Understanding each weapon's strengths and weaknesses is crucial, especially for those trophies requiring specific kill counts with particular weapons.

4. Stealth vs. Action:

Wolfenstein: The New Order allows for a blend of stealth and all-out action. Choosing the best approach for each situation is key for efficiency, especially when aiming for trophies requiring stealth kills or minimal enemy alerts.

5. Save Often:

Utilize the save system frequently. This prevents setbacks when attempting challenging sections or trophy requirements.

Conclusion

Conquering every trophy in Wolfenstein: The New Order is a testament to your skill and dedication. By employing these strategies and referencing this guide's detailed breakdown of each achievement, you'll be well on your way to earning that coveted platinum trophy. Remember to embrace the challenge, experiment with different tactics, and most importantly, have fun fighting the Nazis!

FAQs

1. Can I earn trophies in New Game+ ? Yes, you can earn some trophies in New Game+, but not all of them. Specifically, trophies requiring completion on a particular difficulty setting will only unlock on your first playthrough on that difficulty.
2. Do I need to play on the hardest difficulty for all trophies? No, while the hardest difficulty unlocks a specific trophy, many other trophies are achievable on lower difficulty levels.
3. Is there a missable trophy? Yes, be mindful of certain narrative choices; they could impact specific trophies. Always save before making significant decisions!
4. How long does it take to get all trophies? The time required varies depending on your skill level, but expect to dedicate 20-30 hours or more to achieve all trophies.
5. What is the best order to tackle the trophies? It's recommended to focus on the easier bronze trophies during your first playthrough. Subsequently, dedicate your second playthrough to the more challenging silver and gold trophies. Prioritize those that might require specific weapon usage or game conditions.

wolfenstein the new order trophy guide: *Resident Evil : Revelations* Thom Denick, 2013 Evil is On board! Jill Valentine and her new partner, Parker Luciani, have been sent to an abandoned cruise ship in the Mediterranean to search for Chris Redfield and Jessica Sherawat. But, the duo soon finds out that the ship is far from empty. Danger lurks around every corner in the confined space of the ocean liner. Jill, Parker, and the rest of the BSAA team will be tested as they face a menacing new horror that emerges from the darkness. Can they survive? Illustrated Maps Our maps give you the precise location of important supplies and detail every hidden item. Everything is marked out for quick and easy reference. A Journey into Terror The walkthrough in this guide takes you every step of the way through this horror filled adventure. Don't miss a single item to find or specimen to scan on your way to 100% completion. Comprehensive Bio-Weapon Dossier Tips and tricks for dealing with the most dangerous mutants and monsters. Learn strategies for dealing with every foe and discover their weaknesses, so you can take them out quickly and effectively. The BSAA Arsenal Get familiar with the tools of the anti-bioterrorism unit and make use of the customization tips. Never go into a dangerous mission unprepared. And Much, Much More! * Full Raid Mode coverage * Every hidden Handprint location * Special game secrets

wolfenstein the new order trophy guide: Level Up! Scott Rogers, 2010-09-29 Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!

wolfenstein the new order trophy guide: Game Development with GameMaker Studio 2 Sebastiano M. Cossu, 2019-09-02 Create games from start to finish while learning game design and programming principles using the GameMaker Studio 2 game engine and GameMaker Language (GML). Game Development with GameMaker Studio 2 covers all aspects of game design and development from the initial idea to the final release, using an award-winning game engine. You learn how to create real-world video games based on classic and legendary video game genres. Each game project introduces and explains concepts of game development and design and coding principles, allowing you to build a wide set of skills while creating an exciting portfolio to kick-start a career in game development. Author Sebastiano Cossu teaches you to design levels in your games, draw sprites to populate your virtual worlds, program game objects for interaction with the player, incorporate custom music and sound effects, build GUIs for your menus and game interfaces, and support keyboard, mouse, and gamepad controls in your projects. He shows you how to build cross-platform games to run on all desktop platforms (Windows, Linux, Mac OS) and publish them on the most popular game stores such as Steam, GOG, Humble Store, and Itch.io. What You'll Learn Create games for different genres Master GameMaker Language (GML) programming Apply game design principles Delve into game programming patterns Who This Book is For Video game enthusiasts interested in game development and design. No prior programming experience is required.

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wolfenstein the new order trophy guide: *Fallout 4* David S. J. Hodgson, Nick Von Esch, 2015 Based on a game rated M for Mature (17+) by the ESRB.

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Revolution Lynn Hunt, 2016-10-17 When this book was published in 1984, it reframed the debate on the French Revolution, shifting the discussion from the Revolution's role in wider, extrinsic processes (such as modernization, capitalist development, and the rise of twentieth-century totalitarian regimes) to its central political significance: the discovery of the potential of political action to consciously transform society by molding character, culture, and social relations. In a new preface to this twentieth-anniversary edition, Hunt reconsiders her work in the light of the past twenty years' scholarship.

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wolfenstein the new order trophy guide: *Frostgrave: Perilous Dark* Joseph A. McCullough, 2019-10-31 There are many tales of the Frozen City, and not all of them tell of battles between rival wizards. Often, the greatest adventures are those that pit a wizard and his trusty warband against the myriad perils found amidst the ruins of Felstad. This new supplement for Frostgrave presents rules for playing solo and cooperative games in which the focus shifts from the feuds of wizards to exploring the city, unlocking its mysteries... and surviving what is discovered. With guidelines for scaling game difficulty, dungeon crawls, monster generation, and more, as well as ten scenarios demonstrating these options, this volume offers players everything they need to venture alone - or with allies - into Frostgrave. Why should wizards fight amongst themselves? There is plenty of treasure for all and the Frozen City is enemy enough!

wolfenstein the new order trophy guide: *The Art of Wolfenstein: Youngblood* MachineGames, Bethesda Softworks, 2020-06-16 A full-color digital book chronicling the development of the next entry in the iconic first-person shooter franchise. It's do or die in the dystopian streets of Nazi-occupied Paris as Jess and Soph Blazkowicz piece together the mysterious disappearance of their father, William J. Blazkowicz, while driving the fascists out of France once and for all. This gorgeous volume features an amazing arsenal of concept art, production material, and exclusive creator commentary from the latest romp into Earth's alternate history with Wolfenstein: Youngblood. Dark Horse Books, MachineGames, and Bethesda Softworks call all sisters, brothers, and other champions for the cause to unite, fight, and enjoy The Art of Wolfenstein: Youngblood!

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Hollywood star images fed into and disrupted British cultural life during a period of unprecedented teenage consumerism.

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hero of MediEvil returns in this thrilling prequel from the original creators of the critically acclaimed videogame. After being swept through time and landing in his own past, Sir Daniel Fortesque finds himself teaming up with old friends – including a were-dog and cockney-fairies – in order to once again save the kingdom of Gallowmere. The evil sorcerer Zarok is raising an evil un-dead army, and Sir Dan is the only one who can ensure his cowardly former-self prevails. Delve deep into MediEvil lore as the secret history of Sir Dan is revealed, and a brand new adventure, that follows on directly from MediEvil 2, begins!

wolfenstein the new order trophy guide: How to Play Video Games Matthew Thomas Payne, Nina B. Huntemann, 2019-03-26 Forty original contributions on games and gaming culture What does Pokémon Go tell us about globalization? What does Tetris teach us about rules? Is feminism boosted or bashed by Kim Kardashian: Hollywood? How does BioShock Infinite help us navigate world-building? From arcades to Atari, and phone apps to virtual reality headsets, video games have been at the epicenter of our ever-evolving technological reality. Unlike other media technologies, video games demand engagement like no other, which begs the question—what is the role that video games play in our lives, from our homes, to our phones, and on global culture writ large? How to Play Video Games brings together forty original essays from today's leading scholars on video game culture, writing about the games they know best and what they mean in broader social and cultural contexts. Read about avatars in Grand Theft Auto V, or music in The Legend of Zelda: Ocarina of Time. See how Age of Empires taught a generation about postcolonialism, and how Borderlands exposes the seedy underbelly of capitalism. These essays suggest that understanding video games in a critical context provides a new way to engage in contemporary culture. They are a must read for fans and students of the medium.

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wolfenstein the new order trophy guide: Beginning with Disability Lennard J. Davis, 2017-09-20 While there are many introductions to disability and disability studies, most presume an advanced academic knowledge of a range of subjects. Beginning with Disability is the first introductory primer for disability studies aimed at first year students in two- and four-year colleges. This volume of essays across disciplines—including education, sociology, communications, psychology, social sciences, and humanities—features accessible, readable, and relatively short chapters that do not require specialized knowledge. Lennard Davis, along with a team of consulting editors, has compiled a number of blogs, vlogs, and other videos to make the materials more relatable and vivid to students. Subject to Debate boxes spotlight short pro and con pieces on controversial subjects that can be debated in class or act as prompts for assignments.

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Bowker Editorial Staff, R R Bowker Publishing, 1996-09

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Collectibles, as well as critical mission waypoints. Vehicle Showroom: Stats for all vehicles and where to find them, including the hidden cars you will not discover on your own! Discover New Items and Abilities: Find out how to get your hands on every new Detective Suit and where to find every Golden Vinyl and Novel Cover. Detective Training: This is your essential resource to collecting evidence, interrogating suspects, and using intuition to uncover the truth. Plus: coverage of all Street Crimes, Outfits, and everything you need for 100% Completion! Free eGuide Included: Mobile-friendly eGuide for strategy on the go, all optimized for a second-screen experience.

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