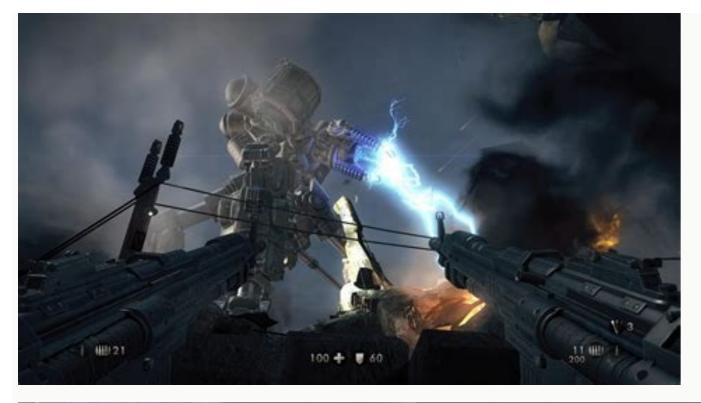
Wolfenstein the new order













Wolfenstein the new order walkthrough. Wolfenstein the new order enigma codes. Wolfenstein the new order gameplay. Wolfenstein the new order trophy guide. Wolfenstein the new order metacritic. Wolfenstein the new order system requirements. Wolfenstein the new order collectibles

New Order may refer to: Politics L'Ordine Nuovo (The New Order), a socialist newspaper published by Antonio Gramsci in the early 1920s. New Order in East Asia, a propaganda term promulgated by the Japanese Prime Minister for Japanese-dominated East Asia. Konoe Fumimaro 1938 New Order in the Middle East, the unofficial name for Ariel Sharon's plans during the First Lebanon War 1982 New Order (Indonesia) (Orde Baru), the New Order (Nazism) (Reorder) of former Indonesian President Suharto Regime (Reorder) of former Indonesian President Suharto Regime (Reorder), the Vichy French name for the aforementioned reorganization New Order (US), an American neo-Nazi religious group New Order (Portugal), a neo-fascist party that existed from 1974-2002 Organization (1960s), French nationalist organization (1969-1973) Shintaisen ("New Order " in Japanese), a political movement founded during World War II by the Taisei Jokusankai (Association for the promotion of imperial power) arts and light music New ms Order (band), American hard rock group consisting of The Stooges, MC5 and Tom Petty & The Heartbreakers The New Order (album), 1988. Album of the Year. American thrash metal band Testament "The New Order", a song by Blind Guardian from the 2006 album A Twist in the Myth Film. Free Alliance Federation, founded by Darth Caedus New Order (Mandalorian), Cassa Fett Mandalorian Neocrus warrior ideal during the Mandalorian Wars New Order (Separatist), ideals belongingThe New Order may refer to: Politics L'Ordine Nuovo (The New Order may refer t Japanese-dominated East Asia. 1938 New Order in the Middle East, informal name for Ariel Sharon's plans during the First Lebanon War. 1982 New Order (Indonesia) (Orde Baru), regime of former Indonesian President Suharto., Vichy French for the aforementioned New Order (USA), an American neo-Nazi religious group New Order (Portugal), a neo-fascist party that was in the New Order (Venezuela) from 1978 to 1982, a far-right revolutionary nationalist. political party 1974-2002 Ordine Nuovo, Italian far-right organization (1969-73) Shintaisen ("New Order" in Japanese) , political movement sponsored by Taisei Yokusankai (Association for the Promotion of Imperial Rule) during World War II Arts and Entertainment Music New Order (band) American hard rock. band featuring members of the Stooges, MC5 and Tom Petty & The Heartbreakers The New Order (album), a 1988 album by American thrash metal band Testament The New Order, a song by Blind Guardian from the 2006 album A Twist in the Myth Film In the. Star Wars franchise: New Order (Galactic Alliance), new Galactic Free Alliance Federation system founded by Darth Caedus New Order (Imperial), social and political system of the Galactic Empire New Order (Mandalorian), Cassus Fett ideal of the Mandalorian Neo-Crusaders during the New Order (Soda Lyoko episode) television episode. Lyoko program code "The New Order" (Stargate SG-1), a two-part episode of the 2004 TV show Stargate SG-1 The New Order of the Ages". appears on the reverse of the dollar bill since 1935. Novus Ordo Missae, the Roman Rite Mass revised after the Second Vatican Council (1962-1965) Wolfenstein: The New Order, sequel to the 2009 video game Wolfenstein and a Reimagining the Franchise Nizam-i Djedid (New Order), a series of reforms introduced by the Ottoman government during the reign of Selim III. done, the release page lists articles related to the New Order title. If an internal link brought you here, you may want to change the link to point directly to the intended article. Retrieved from " 1412 items created. Welcome to the Wolfenstein 3D to Wolfenstein: Youngblood and Wolfenstein: Cyberpilot. We're creating the definitive guide to the Wolfenstein series, and you can help! Discover, share and enrich your knowledge! Characters Vehicles Weapons Wolfenstein is a World War II video game series developed by Muse Software. The series is currently owned by id Software and developed by MachineGames. Most games follow main character William "B.J." Blazkovičs, aA sergeant in the Polish-American army and his fight against the Nazi powers. The New Order and its sequel The New Colossus take place in an alternate history where the Axis powers won World War II. (Read more) Characters Enemies Games 2014 video game Wolfenstein: The New Order Developer(s)MachineGamesPublisher(s) Jerk GustafssonJens MatthiesProducer(s)Lars Johansson(Designer(s)Kjellins)JaristProgram(s)Jerk Gumers)) Kjell EmanuelssonAxel TorveniusTor FrickAuthorJens MatthiesTommy Tordsson BjörkComposer(s) Mick GordonWolfenstein SeriesEngineid Tech 5Platform(s)PlayStation 4WindowsXbox 360Xbox OneRelease20. May 2014 Genres Action-Adventure, First-Person Shooters Wolfenstein: The New Order is a 2014 first-person action-Adventure, First-Person Shooters Wolfenstein: The New Order is a 2014 first-person Shooters Wolfenstein: The New Order is a 2014 first-person Adventure, First-Person Shooters Wolfenstein: The New Order is a 2014 first-person Adventure, First-Person Shooters Wolfenstein: The New Order is a 2014 first-person Adventure, First-Person Shooters Wolfenstein: The New Order is a 2014 first-person Adventure, First-Person Shooters Wolfenstein: The New Order is a 2014 first-person Adventure, First-Person Shooters Wolfenstein: The New Order is a 2014 first-person Adventure, First-Person Shooters Wolfenstein: The New Order is a 2014 first-person Adventure, First-Person Bethesda Softworks. It was released on May 20, 2014 for PlayStation 3, PlayStation 4, Windows, Xbox 360, and Xbox One. The game is the seventh main installment in the Wolfenstein series and takes place in an alternative Europe of the 1960s where the Nazis were victorious in World War II. The story follows war veteran William "B.J." Blazkowicz and his efforts to stop the Nazis from taking over the world. We watch the game from a first-person perspective and overcome most of the levels on foot. The story is divided into chapters that players complete in order to progress. The choice of morality in the prologue changes the plot of the game; Some characters and minor plot points are replaced in the two timelines. The game features a variety of weapons, most of which can be used twice. A cover system is available. Development began in 2010, shortly after id Software granted MachineGames the rights to the franchise. The development began in 2010, shortly after id Software granted MachineGames the rights to the franchise. adventure previous games in the series and focuses on combat and adventure elements. Unlike its predecessors, the game tries to delve into Blazkowicz's character development, a choice the development, a choice the development, a choice the development of the story. generally positive reviews, with particular praise directed at the game's combat and narrative. Critics saw this as a positive change for the series and nominated it for several gaming publications. The standalone expansion Wolfenstein: The Old Blood was released in May 2015 and takes place before the events of the game. The sequel to Wolfenstein: The New Colossus was released in October 2017. Gameplay Wolfenstein: The New Order is a first-person action-adventure where you play in the first person. To progress through the story, players battle enemies across levels.[1] The game uses a health system where health is divided into separate sections that regenerate. If an entire stage is lost, players must use the first aid kit to restore the missing health.[2] Players can take cover behind objects during firefights and use this as a tactical advantage to avoid damage from enemies. Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the missing health.[2] Players must use the first aid kit to restore the missing health.[2] Players must use the missing health.[2] Play can also run, jump, and sometimes swim to move around locations. Melee attacks can be used to silently take out enemies in direct combat, often resulting in a violent firefight between the two sides. The cover system can be used in combat as support against enemies. Players have the ability to lean above and below cover, which can be used as a tactical advantage in skirmishes and stealth levels. The game offers players a wide variety of weapons must be collected manually from the ground, salvaged from dead enemies, or taken out of a stationary state and carried around.[5] Ammo for weapons must be collected manually from the ground or from dead enemies.[6] Players have access to a weapon inventory, allowing them to carry as many weapons as they can find. Some of these weapons can be dual-wielded by players, giving them an advantage over enemies by dealing double damage.[3] Players can customize weapons with upgrades. For example, an assault rifle can have a rocket launcher attached to its side, and a wire cutter can be turned into a laser cannon.[7] Plot and Characters The New Order takes place in an alternate universe where Nazi Germany managed to use advanced technology to turn the tide against the Allies and ultimately win World War II. Its plot is closely related to 2009's Wolfenstein and features recurring characters Kreisau Circle leader Caroline Becker (Bonita Friederisi) and SS-Gruppenführer Colonel Wilhelm "Totenkopf" Strasse (Dwight Schultz), the nemesis of the show's protagonists, the US. SWAT Agent Captain William. BJ" Blazkovic (Brian Bloom).[5][8][9] New Order has a branching narrative: during the prologue, Death's Head forces Blazkovic to decide the fate of one of his comrades. The player's choice to be Blazkovic creates two temporary versions of the game's plot, replacing the alternate ones. characters who would otherwise play a significant role in the plot. At the end of the proloque, either Scottish pilot Fergus Reid (Gideon Emery) or US Army Private Probst Wyatt III (E.J. Trout) survive and escape the Death's Head compound. Blazkovic is seriously injured while trying to escape suffers a head injury and falls into a coma. He is taken to a psychiatric hospital in Poland where he is cared for by head nurse Anya. (Alicia Bachleda) and her parents, who ran the institution during the Nazi regime Blazkowicz watches as Anya's parents are regularly forced to hand over patients to the Nazi authorities, who consider them subhuman due to their mental disability, and take them to Death's Head for unknown experiments.[11] Blazkowicz and Anya become romantically involved throughout the game's storyline. Other main characters include Frau Engel (Nina Franošek), commander of an extermination camp; Bombate (Peter Macon), a Namibian prisoner from Belik's camp who helps Blazkowicz; and Max Hass (Alex Solowitz), a brain-damaged resistance member cared for by former Nazi member Klaus Kreutz (Ken Lally). Storyline In July 1946, Blazkowicz and his comrades take part in a raid on Death's Head Fortress and a weapons laboratory, but are captured and taken to the laboratory for human testing. admitted to a Polish psychiatric institution, where he remains in a catatonic state. In 1960, the Nazi regime orders the institution to be "shut down" and executes Anya's parents when she resists. Blazkowicz wakes up from his coma and takes out the Death Squad before escaping with Anya. she tells him that the Nazis defeated the United States in 1948 and that members of what later became the anti-Nazi resistance were captured. Blazhkovich interrogates a prisoner of the institution and learns that the top members of the resistance were captured. through a checkpoint in Szczecin before traveling to Berlin. During the trainBlazkowicz meets Frau Engel for the first time.[12] When they arrive, Anya helps Blazkowicz infiltrate Eisenwald Prison, where he rescues a man he spared fourteen years ago (Fergus or Wyatt)[14] and discovers the resistance is led by was paralyzed by the Isenstadt incident in Wolfenstein in 2009. The resistance attacks the Nazi research center in London, bombing its base of operations, stealing secret documents show that the Nazi research center in London, bombing its base of operations, stealing secret documents and secret prototype helicopters. artificial computer intelligence, and super-concrete; However, it turns out someone is tampering with the Super Concrete formula, making it vulnerable to mold damage. The Resistance discovers a match with Seth, imprisoned in Beliki's camp. Blazkowicz agrees to go undercover at the Belitz camp and meets Seth, who tells him that the Nazis used Daath-Ihud technology to mass-produce and control robots, and offers to join the resistance in exchange for the camp's destruction to help. Blazkowicz finds a battery for the robot controller in Belik's camp, which he and Seth use to incapacitate Engel, destroying the camp and freeing the prisoners. Seth reveals that the Nazi discovery of one of Da'at Ihud's hideouts, which contained groundbreaking technology centuries ahead of its time, allowed Germany to surpass the Allies in military might. Seth agrees to help the Resistance by revealing the location of such a cache, but points out that it is the flagship of the Nazi U-boat fleet and is fitted with a cannon designed to launch nuclear warheads that require key codes from the Nazi Lunar Research Center to operate . Blazkowicz with Spindly Torqueâa Da'atspherical device capable of destroying supermoles - stealing the identity of the Nazi European and infiltrating the lunar base. He manages to get the key codes, but returns to Earth to find that Engel has launched an attack on the Resistance uses Spindly Torque to break Deathshead's complex. After freeing the prisoners, Blazkowicz heads to the top of the tower, where the Corpse's Head workshop is located. Inside, Deathshead reveals to Blazkowicz that he possesses the preserved brain of the soldier Blazkowicz chose to die, and attacks Blazkowicz, who defeats him and speeds up his friend by destroying his brain. Deathshead takes control of the larger mecha robot and attacks Blazkowicz, who gains the upper hand and destroys the robot. He pulls Deathshead out of the rubble and attacks him, who pulls out and arms a grenade that explodes, killing himself and critically wounding Blazkowicz. Crawling to the window, Blazkowicz mentally recites "The New Colossus" as he watches the resistance survivors board the helicopter. Blazkowicz believes they are safe and orders a nuclear cannon to be fired.[23] After the credits, a helicopter is heard approaching. Jerk Gustafsson Development Jens Matthies Gustafsso began collecting ideas and pitching them to publishers. In June 2009, MachineGames owner ZeniMax Media acquired id Software and all of its assets, including Doom, Quake, and Wolfenstein. After previously rejecting MachineGames' offer, Bethesda Softworks proposed creating a new game from the franchise acquired by ZeniMax. MachineGames asked about creating a new Wolfenstein game; andvisited id Software, who confirmed MachineGames to develop Wolfenstein: The New Order. Initial development took about three years. [25] Bethesda Softworks first confirmed the existence of Wolfenstein: The New Order on May 7, 2013 by releasing an announcement trailer. Bethesda previously teased the upcoming project by releasing three images captioned "1960".[27] Although originally slated for a late 2013 release, the game was delayed until 2014 to allow the developers to further "polish" the game. In February 2014, it was announced that The New Order would be released on 20 May 2014 in Australia and 23 May 2014 in European release of 20 May 2014. All pre-orders of the game provided the purchaser with an access code to the beta version of Doom developed by id Software. In accordance with Article 86a of the Strafgesetzbuch, all Nazi symbols and references have been removed from the German software evaluation committee Unterhaltungssoftware Selbstkontrolle later introduced a "social compatibility clause" that allowed such images to be used in appropriate scenarios on a case-by-case basis. Bethesda made the uncensored international version, which lacks the German language, available in German language, available in German version, which lacks the German language, available in German version, which lacks the German language and localized versions separately. standalone expansion set before the events of The New Order. It was released in May 2015. The game designer Andreas Oyerfors said yes" super-intense immersive combat" from previous games, which is why MachineGames made sure that this element was included in The New Order. The development team describes the game as a "first-person action adventure" and cites it as one of the game's unique defining moments. "It's a David and Goliath problem," Odgerfors explained. "BJ vs. the Nazi World Empire". Jerfors admitted that many aspects of the game's narrative were exaggerated elements of the Nazi Party: "Incredible leaders, strange technology, strange experiments." [36] The team considered the game to be a "dark mixture of drama"., Mystery, Humor". Creative director Jens Matthies explained that they are "taking perhaps the most iconic first-person shooter series in history and putting it in a strange new world." The development was carried out on the id Tech 5 engine, which allowed the developers to scale the game evenly across different platforms. Wolfenstein: The New Order is the second game to use the id Tech 5 engine from id Software, after Rage (2011). The game uses an engine to add a lot of detail to the game. [38] The team often found it difficult to develop a game at 1080p, 60fps, especially in challenging environments, but "we always made it work," Mattis said.[39] He named the main dvantages of the engine. are speed and detail, while its main drawback is dynamic lighting; "On the other hand, static light rendering is really amazing, so you get a full wheel of abundance and being able to do really impressive things with it," he added. The design of the Nazis in the game was influenced by the Nazi aesthetic of the end of World War II; "He combines the style of the 60s and fashionable ideals of self-expression.visually," explains Åjerfors. This perspective is influenced by an element of exaggeration that is prevalent throughout the game's design, which the team identified as an inspiration for development.[42] Character models can span up to 256,000 This texture is not common. however, is used for individual characters in the game. , because it's hard to see from a distance.[36] Wolfenstein: The New Order is single-player only. Resources in both single-player and online multiplayer would be less efficient. [43] When asked about the lack of online multiplayer, Airforce he explained that the decision was simple: "If we could take every ounce of energy and sweat from the studio and put it all into the single-player campaign, it gives us the means to create something really, really great versus putting some resources into multiplayer. development [35] Jerk executive producer Gus Tufson attributed this choice to the team's familiar gameplay style, stating that MachineGames is "a single player studio". [44] Characters and Environment The team tried to create a really interesting cast of characters that we wanted to work with," Mathis said. They tried to relate each character's thoughts and actions to the human experience, allowing players to learn "why a person does what they do." [45] Metis believes that all characters, especially allies, contain some dimension of his personality. "They're an expression of something that's part of me, and I think it's interesting to explore," he said.[40] The game's playable character, William "B.J. Blazkovic", was previously depicted as the playable character of all Wolfenstein games. When designing Blazkovic's character for The New Order, MachineGames took him into consideration the previous games of the series. They found that the character did not develop at all during the games; "He's exactly the guy you play," said Pat Hines, Bethesda's vice president of communications and marketing. The team revealed that they were interested in learning more about his story, which they later invested. Throughout the game, Blazkovic shares some of his innermost thoughts in short monologues, many of which reveal that he's been traumatized by some of his experiences. "We've always loved the idea of a prototypical action hero look combined with a rich and vulnerable inner psychology," Mathis said. One of the team's biggest priorities in developing Blazkovic's character was to "reveal everything that [Blazkovic] and the player need to discover at the same time"; Mathis believed that, despite its simplicity, the concept was rarely used in games.[40] Before developing the new order, the team mainly worked on games with anti-hero characters. However, id Software wanted Blazkovic to be represented differently in the game. Mattis said, "It's very important that BJ is a hero, not an anti-hero." cannot refer to video game characters. "The goal is not to make the main character so neutral that you become him," said Mathis. They tried to get players to "emotionally sync with Blazkovic", using moral choices in the game's proloque to do so. Wilhelm "Death's Head" Strasse, the game's main antagonist, previously appeared as an antagonist in Return to Castle Wolfenstein (2009). In the new order, the team finished their story; do it inside they wanted to find an interesting angle to portray him: his personality is enthusiastic and he appreciates life after a near-death experience in the previous game. When developing the Nazis, Mattis states that the team "didn't want to turn them into caricatures", choosing instead to take them seriously. Gideon Emery, who played Fergus as "a tough soldier who gives [Blazkowicz] both support and some pretty hard times in the process." Matty believed that Fergus Blazkowicz was a sort of father figure and that he "only gives negative reinforcement". On the contrary, he saw White as "sort of a surrogate son" as Blazkowicz is assigned to be his protector and advisor, providing "positive reinforcement". Garp from John Irving's novel The World Through Garp's Eyes. "Max was the most complex character, which seems counter-intuitive because on paper he's a pretty simple guy, but it took a long time to find him," Matty said. An important aspect of the game is its alternate history in which the Nazis won World War II. The team saw this aspect as an opportunity to create everything on a very large scale with very few restrictions; "We can create so many things, work with them and expand them. So I never felt like we were limited," Ogerfors said. Music production Main article: Wolfenstein: The New Order features original music that reflects the alternate universe depicted in the game. "We wanted to identify with different sounds from the 60s and then edit them to make the sound authentic enough to be realistic," Hines said. The team attached great importance to the music in the game. Composer Mick Gordon traveled to Sweden to meet withteam, and he discovered the game in three days, partly in collaboration with Fredrik Thordendahl [52] and Richard Devine [53]. Gordon described the difference in composing the soundtrack for Wolfenstein: The New Order compared to other games: "Usually you sign up for a project and you get a list of 150 battle lines." Written by Mick Gordon. He collaborated with several other musicians to create original music for the game. Having trouble playing this file? See media help. The team began searching for a genre to base the soundtrack on. At first they sought inspiration in the music of Richard Wagner, who was admired by the leader of the NSDAP, Adolf Hitler. However, upon reviewing Wagner's work, the team found that it did not always fit the game's tone. They were looking for a style of music that would suit the Nazis and eventually settled on distortion. "There's a lot of types of analog distortion, there's all kinds of pedals and valves and stuff that really messes things up," Gordon said. They also drew inspiration from 1960s music, using analog equipment such as tape recorders and reel-to-reel machines. Gordon said the soundtrack was "a tribute to the guitar". The team of musicians worked together and spent over six hours composing the music that provided the game's soundtrack. scale, but they're all really cool." German label Neumond Recording Company. The campaign was designed to present an alternate history of video gaming in the form of 1960s pop music. The label promoted ten fictional German pop artists: seven original songs and three covers reissued from their original versions in German. Each artist received a full biography and singles were packaged with album covers.[57] Staged songs were included in the trailers, but were left out because the owners of the songs created for the Neumond label were originally written in English. that the texts depict an alternate history of Wolfenstein without creating content that could be used for actual propaganda outside of the game, given the sensitive nature of the game/s subject matter. ReceptionTotal ScoreAggregatorScoreMetacritic(PC) 81/100[60](XONE) 79/100[61](PS4) 79/100[62]PublicationScoreDestructoid 7.5/10[63]Eurogamer]61010 Inurogamer[61/10 65]GamesRadar+[67]Giant Bomb[68]IGN7.8/10[69]Joystiq[70]Polygon9/10[71]VideoGamer.com6/10[72]Digital Spy[73] The Guardian [74] Wolfenstein: The New Order was released to mostly positive reviews. Metacritic calculated an average score of 81 out of 100 based on 23 reviews for the Windows version[60], 79 out of 100 based on 18 reviews for the PlayStation 4 version[61] and 73 reviews for the PlayStation 4 version[62]. Reviewers liked the game's concept, narrative, and combat mechanics. The game's concept, narrative, and combat mechanics. combat gave the series a "breath of fresh air" and felt that it managed to live up to his nostalgic expectations of the series. Ryan Taljonik of GamesRadar called it "satisfying".[67] VideoGamer.com's Simon Miller praised the game's shooting and stealth mechanics, calling the former "tight". "simple but effective" and called it one of the best things about the game. Steve Boxer of The Guardian also evoked the mystery, calling it "polite".[74] IGN's Colin Moriarty considered the storytelling and characters to be among the best gualities and said they were up there." really shines." Matt Sakuraoka-Gilman of Computer and Video Games called the storytelling "smartly written, superbly written, superbly written and detailed". Mike Fahey of Kotaku was somewhat divided about the story, finding it "impressive". He also praised Blazkowicz's playing characterization. GamesRadar's Taljonik also had mixed feelings about the game's characters, finding Blazkowicz interesting but feeling that the secondary characters were underdeveloped, causing players to forget about them throughout the game. Conversely, Matt Bertz of Game Informer noted that attempts to add more depth to Blazkowicz seem strange given his violent actions elsewhere in the game. Miller of VideoGamer.com was also negative about the storytelling, calling it "terrible". Commenting on the drastic changes in the pace of the narrative, Joystig's Ludwig Kitzmann felt that it "slows down" each time the player is forced to scavenge for ammo. Stephen O'Donnell of Good Game thought otherwise, feeling he was "preparing" and patching up after every fight. In the midst of World War II, the Nazis drop an atomic bomb on Manhattan to celebrate their victory. Reviewers praised the game's use of an alternate history concept featuring the Axis victory in World War II was praised by many reviewers. IGN's Moriarty and GameSpot's Hindes called it "interesting", with the former calling it one of the game's standouts. Jason Hill of The Sydney Morning Herald called the concept "absorbing" and Owen Anslow of The Mirror called it "intriguing". Chris Carter of Destructoid felt that the development team "went through" and spent a lot of time on the concept of the game. The game's graphic design received comments from reviewers. GameSpot's Hindes praised the visual design, that it accurately captures the period while effectively portraying the alternate storyline in which the game takes place. GamesRadar's Taljonick said the game's level design adds to the enjoyment of the shooting sequences. He also praised the size of the levels and was glad to be able to participate in the big shootout "with some plan". Kotaku's Fahey praised the level design for similar reasons and admired the game's level of detail. Liam Martin of Digital Spy gave mixed comments about the design, noting that the character models were well animated, but that the game "wasn't a great example of next-gen graphical potential." Alex Walker of ABC was critical of the game's graphic design, noting that the developers "focused" their attention on other aspects of the game. Most critics and commentators agreed that The New Order was better than they expected from Wolfenstein. Jon Blyth of Official Xbox Magazine called the game an "unexpected gem" [81], while Walker of ABC said he "never expected to like [the game] so much" [79]. The Sydney Morning Herald's Hill opined that the game ensures that the game "works wonders, essentially rebooting the series is "a vital force again", while Destructoid's Carter opined that the game "works wonders, essentially rebooting the series is "a vital force again", while Destructoid's Carter opined that the game ensures that the game "works wonders, essentially rebooting the series without all the previous stories as controversial to paint".] Edge agreed, calling the developers "courageous." Tom Watson in The New Order was "the big surprise of the year" for "modernizing this old classic", praising its graphics, gameplay, and story. Within a week of its release, Wolfenstein: The New Order became the second best-selling game of 2014 in the UK, behind Titanfall. The game topped the UK weekly charts in its first week, accounting for a guarter of all games sold in the region and 36% of revenue. According to MCV, it was the fourth and seventh most played game in May and June 2014, respectively. The game was ranked as the fifth and fourteenth best-selling digital PlayStation 4 game in May and June 2014, respectively. In its first week in Japan, the PlayStation 3 versions of the game and PlayStation 4 respectively, with a total of over 11,000 units sold. By June 2014, nearly 400,000 physical copies of the game had been sold in Europe, representing over €21 million. Wolfenstein: The New Order has received numerous nominations and awards from gaming publications. The game was named "Game Informer[94] and IGN Australia[95] with Polygon taking second place. [96] It has also compiled various lists of the best games of 2014, with USA Today placing it at #9,[97] Eurogamer at #10,[98] and Ars Technica at 6.[99]. The Game Awards, Game Informer, GameTrailers, Hardcore Gamer, and IGN. He received nominations for Outstanding Narrative at The Game Awards,[101] Golden Joystick Awards,[92] IGN Australia[95] and SXSW Gaming Awards[106]. It was also nominated for Best PC Game by IGN Australia[95] and ranked second among Kotaku readers.[109] The game was also nominated for Best Multiplatform Game by Hardcore Gamer Magazine, [104] IGN Australia's Best Console Game, [95] and Best PlayStation 3 Game, [110] Best Xbox 360 Game [111] and Best Game for Xbox One from IGN. [112] List of awards and nominations for Wolfenstein: The New Order Data Award category Recipients and nominates Result Ref. October 24, 2014 32nd Golden Joystick Awards Game of the Year Nominations [92] October 24, 2014 Golden Joystick Awards Best Narrative Wolfenstein: The New Order [92] December 5, 2014 The Game Awards 2014 Best Story Wolfenstein: The New Order Nominated [101] December 5, 2014 The Game Awards 2014 Best Shooter Wolfenstein: The New Order won [113] December 9, 2014 Good Game Awards 2014 Best Game Nomination Wolfenstein: The New Order [93] December 9, 2014 Kotaku Awards Biggest Surprise of 2014 Readers' Choice Wolfenstein: The New Fergus Reid Nomination [114] December 7 Press Play TV Game of the Year Reader's Choice Wolfenstein: The New Fergus Reid Nomination [114] December 7 Press Play TV Game of the Year Reader's Choice Wolfenstein: The New Fergus Reid Nomination [114] December 7 Press Play TV Game of the Year Reader's Choice Wolfenstein: The New Fergus Reid Nomination [114] December 7 Press Play TV Game of the Year Reader's Choice Wolfenstein: The New Fergus Reid Nomination [114] December 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