

Bio-Marine

For wolfenstein 3D 3rd encounter

Three days ago the world Marines where sent to investigate a Nazi castle. It was rumored that they were developing a Biological weapon that they would use to take over Earth. The council of the Earth held a conference. It was decided to send in Marines and storm the castle. You were dropped of by helicopter. You were given a machine gun. You walked in to the castle and the door creaked open slowly. You walked in and turned on the lights. The door slammed behind you and you heard the lock being locked. Someone jumped at you. You hadn't even imagined this in your worst nightmares. It was a zombie alien thing. The last thing you remember was falling on to the floor. You woke up in a prison cell you guns were taken and you had little clothes on. There was a bowl of water in the corner and a loaf of bread. You decided to go back to sleep. A guard came at almost that moment at thought you were asleep."Don't move," he said jokingly "I'll be back in a minute he left the door open and walked back towards the kitchen. You woke up and hid round the corner. When the guard came back in you punched him. Knocking him out. You took his gun, and walked toward the door. You had heard the guards talking they said something about a picture of hitler to find what level and what room the weapon was in, but you can't remember

This game was developed edited and designed by Alan Boyd

This game is shareware. It contains the first 3 of 9 levels. In the full version there is a new weapon and 9 levels of hell with two secret levels!

I am 13 years old. This game was made with the full version of wolfedit 2.0.2. If you are interested in registering please see the enclosed registration program.