TAKE NO PRISONERS™

MEET SLADE

Moving: The **Up** arrow key or **Right** mouse button moves you forward. The **Down** arrow key moves you back. Use the **Left** and **Right** arrow keys or the mouse to change direction.

Running / Walking: You start off walking. To run, hold down the **Shift** key. **Caps Lock** will toggle running on and off.

Jumping: Press the / key to jump.

Crawling: Press the **C** key to crouch. Press the arrow keys to crawl. To stand press the **D** key.

Swimming: If you get into water that's over your head, you'll start to swim. The movement keys for swimming are the same as for walking and running, except you can't swim backwards. You can't shoot while swimming.

Aiming and Shooting: Press the **Page Down** key to aim up, the **End** key to aim straight, and the **Delete** key to aim down. To shoot press the **CTRL** key or the left mouse button.

Throwing Weapon / Activating Item: Press the **Enter** key to toss grenades, or activate a wide range of available combat items.

Using and Pushing Objects: To use an object in the environment, open a door, push a button, climb into a vehicle or move an object, press the **Spacebar**.

Picking Up Items: To pick up an item or weapon, just move over it. If you need it, it will be added to your inventory.

The View: Press the **Tab** key to toggle between the two unique views. Press the **Insert** key to zoom the camera in, the **Home** key for medium camera height and the **Page Up** key to zoom all the way out.

NOTE: The key assignments are the default keys. Go to **Options/Controls** in the main menu to customise the keyboard.

GAME SCREEN



1 Active Weapon: Displays the currently selected weapon. Press the **CTRL** key to shoot.

2 Health: The status bar graphically depicts your health. At 999, you are very healthy. At 000, you are dead. Your health can be increased by using med-kits, med-stations or rejuvenation chambers.

3 Available Ammunition: Displays the number of rounds left in the weapon.

4 Message Indicator: This light will flash red when your Personal Data Device (PDD) has received a message. Press the ` key to access the PDD.

5 Weapons Menu: You can see all the weapons in your inventory at any time by pressing the **[** key. With the menu open, use the **[** and **]** keys to scroll up and down. When the weapon you wish to use is displayed as the selected weapon, press the **Enter** key to close the menu. To select the next weapon in your inventory without opening the menu, press the **Q** key. To select the previous weapon press the **A** key. Keys **1** through **=** on the top row of the keyboard have been assigned to each weapon. See the Keyboard chart on reverse side for details.

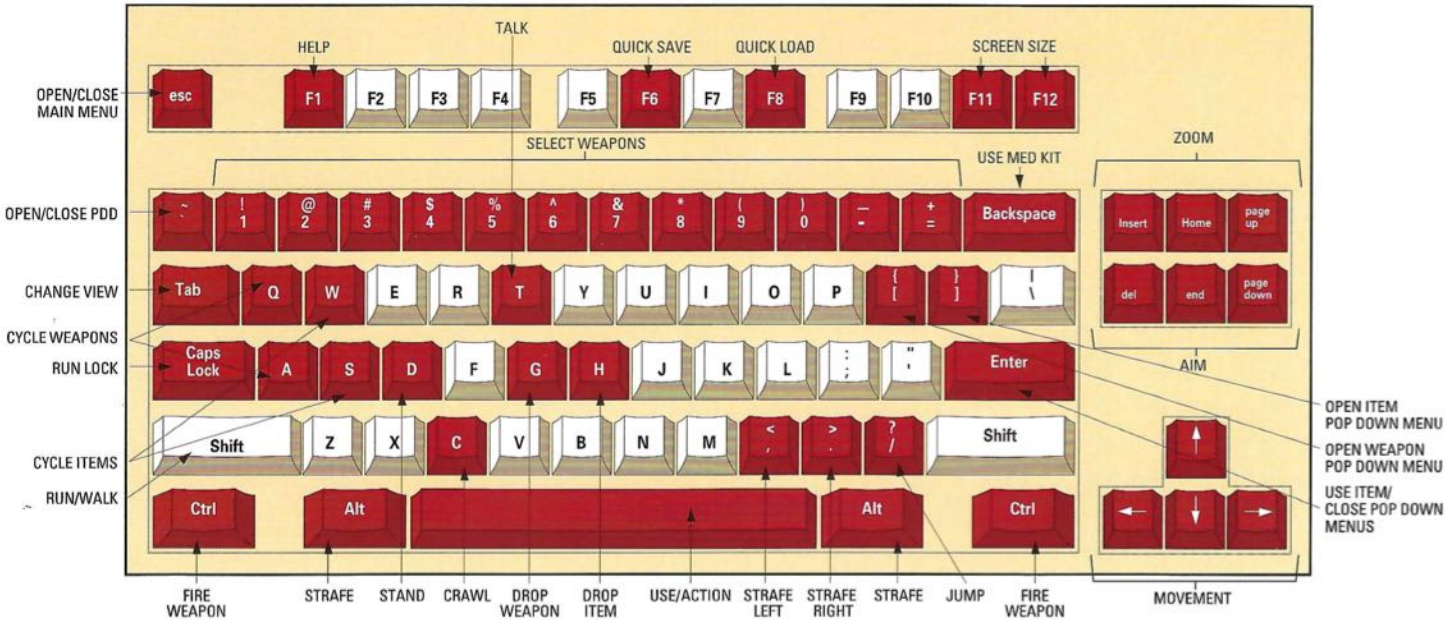
6 Active Item: Displays the currently selected combat or inventory weapon. Press the **Enter** key to use.

7 Amount Indicator: This box indicates the available quantity of the currently selected item. Some items, like the IR Goggles, have a power cell that drains as the item is used. For these items, the Amount Indicator shows the number of seconds of energy left in the item's power cell.

8 Armour Indicators: These boxes show the level of armour defence that you have against impact, explosive, heat, and energy attack. The red bar at the bottom of each box shows the current armour strength.

9 Items Menu: You can see all the items in your inventory at any time by pressing the **]** key. With the menu open, use the **[** and **]** keys to scroll up and down. When the item you wish to use is displayed as the selected item, press the **Enter** key to close the menu. To select the next item in your inventory without opening the menu, press the **W** key. To select the previous item press the **S** key.

PLAYER CONTROLS / DEFAULT KEY ASSIGNMENTS



WITHIN PDD			
TAB	Next PDD function	A	Armor function
Shift-TAB	Last PDD function	W	Weapon function
LEFT	Select Previous	E	Enemy function
RIGHT	Select Next	I	Item function
UP	Scroll up in LINK/NOTES	L	Link function
DOWN	Scroll down in LINK/NOTES	M	Map function
PGUP	Page up in Link/Notes	T	Talk function
PGDN	Page down in Link/Notes	N	Notes function
ENTER	Open/Close Link File		

WEAPON SELECTION			
1	Saber	7	Gauss Gun
2	Crossbow	8	Grenade Launcher
3	Shotgun	9	Chaingun
4	Assault Rifle	0	Rocket Launcher
5	Flame Thrower	-	Plasma Generator
6	Laser Rifle	=	PTP Cannon

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