

## Radar

*The radar is intended to help locate enemies and powerups.*

● ● Player / Boss

● ● Powerup

● ● Single player enemy

*The radar has two modes, 3d (camera based) and distance (top down distance to object).*

- (3d) Object in front of ship
- (3d) Object behind ship
- (dist) Object on same level as ship
- (dist) Object above ship
- (dist) Object below ship

## Reticle

*The player reticles are intended to help with aim, and show which weapons are active.*

○ ○ 3D Reticle (true aim)

○ Empty Secondary Reticle

● Full Secondary Reticle

○ Full Primary Reticle

## Hotkeys

W - fly forward

S - fly backward

A - fly left

D - fly right

Q - rotate left

E - rotate right

Space - fly up

Ctrl - fly down

Left shift - Afterburner

Left mouse - fire primary

Right mouse - fire secondary

Mouse Wheel Up - cycle primary

Mouse Wheel Down - cycle secondary

Tab - change camera view

G - enable / disable radar

Esc - pause / options / quit

Ctrl-Alt-Q (as client)- exit to menu

## Server Hotkeys

Ctrl-Alt-Q - end game / exit to menu

## Chat / Console

*The console commands are sent to the server and can set global game settings like kills left or time left, and print out information like the server name. More functionality will be added to this powerful feature over time.*

Enter - chat / console

Enter -> ?help - show console commands

## Inventory

A 00 Afterburner - fly faster

E 00 Energy - energy weapons

S 00 Shield - if 0 player dies

R 00 Railgun - powerful one shot

I 00 Incendiary Microgun - minigun

L 00 Laser - levels 0 through 4

M 00 Missile - basic missile

H 00 Homing - home to targets

D 00 Distortion - push enemies