

CRUSADER: NO REMORSE™

REFERENCE CARD

CAPTAIN: NOTE THAT THESE ARE MULTIPLE WAYS TO PERFORM THE SAME ACTION. —M.

KEYBOARD COMMANDS

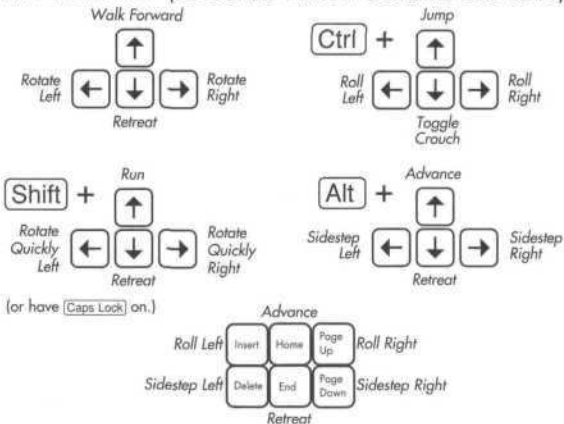
GAME CONTROL

Help Screen	[F1]	Save Screen	[F9]
Options Screen	[F2]	Increase music volume	[+]
Quick Load	[F4]	Decrease music volume	[-]
Quick Save	[F5]	Prompt EXIT to DOS (Y/N)	[Alt] [X]
Load Screen	[F8]	Main Menu Toggle	[Esc]

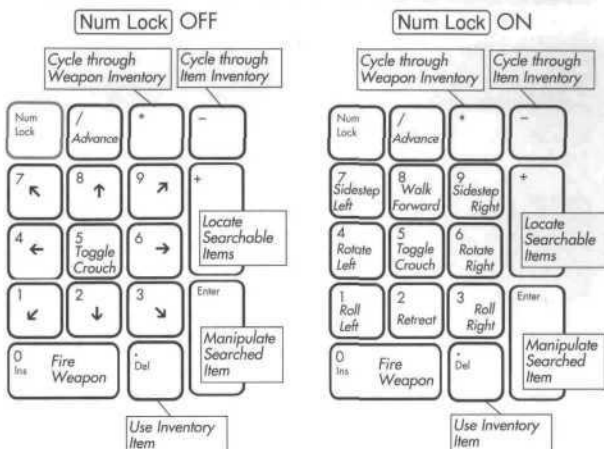
SILENCER CONTROL

Fire	[Spacebar]	Drop weapon	[Ctrl] [D]
Use inventory item	[U]	Search/Select	[S]
Use Medikit	[M]	Manipulate selected item	[Enter]
Cycle through Inventory items	[O]	Talk to selected person	[Enter]
Cycle backward through Inventory items	[I]	Grab all exposed items and add to inventory	[G]
Cycle through Weapon Inventory	[W]	Detonate bomb	[B]
Cycle backward through Weapon Inventory	[Q]	Use energy cube	[E]
Weapon Inventory	[Q]	Center screen on Silencer	[Z]
Jump	[J] or [Tab]	Toggle targeting reticle On/Off	[R]

MOVEMENT (KEYBOARD ARROWS & EXTENDED KEYS)



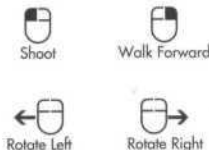
NUMERIC KEYPAD MOVEMENT



Arrows indicate direction of movement on screen

[Shift] + key, or [Caps Lock] on, = Run!
[Ctrl] + key = Roll! [Alt] + key = Sidestep!

MOUSE MOVEMENT



If [Alt] is pressed as the mouse is moved, the Silencer will sidestep left or right, to correspond to the mouse's movement.

If [Ctrl] is pressed as the mouse is moved, the Silencer will roll left or right, to correspond to the mouse's movement.

If [Shift] is pressed or [Caps Lock] is on while the right mouse button is pressed, the Silencer will run.

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