

CRUSADER: NO REMORSE™

REFERENCE CARD

CAPTAIN: NOTE THAT THERE ARE MULTIPLE WAYS TO PERFORM THE SAME ACTION. -M.

KEYBOARD COMMANDS

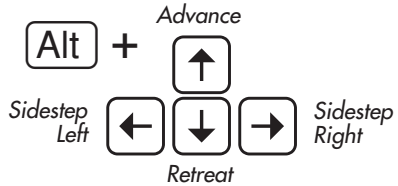
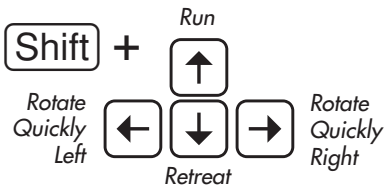
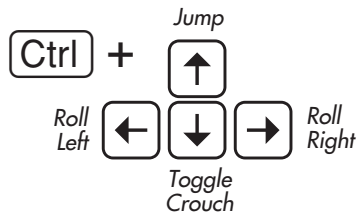
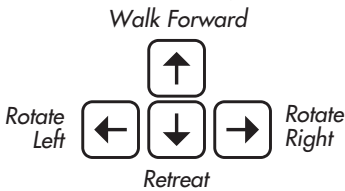
GAME CONTROL

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

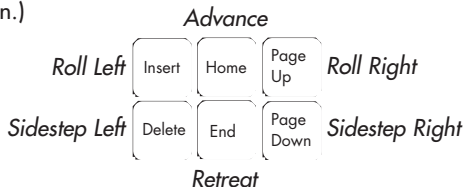
SILENCER CONTROL

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

MOVEMENT (KEYBOARD ARROWS & EXTENDED KEYS)

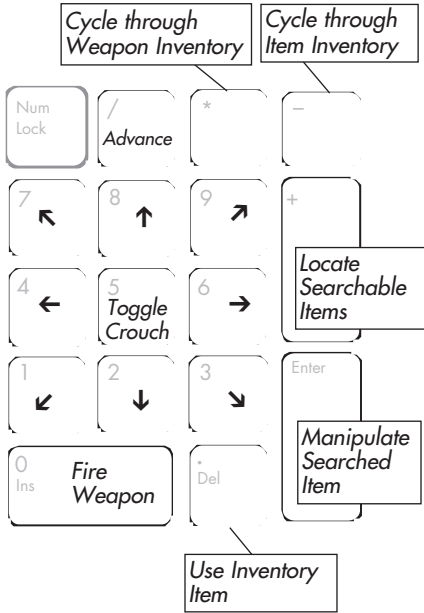


(or have [Caps Lock] on.)



NUMERIC KEYPAD MOVEMENT

Num Lock OFF



Num Lock ON

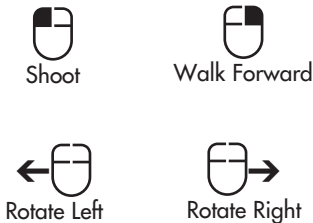


Arrows indicate direction of movement on screen

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

Jump Ctrl 8
 Run Shift 8
 Rotate Quickly Left Shift 4
 Rotate Quickly Right Shift 6

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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