

DEFAULT KEY MAPPING

Moving

- [↑]**, **[W]** Move forward
- [↓]**, **[S]** Move backward
- [←]**, **[A]** Strafe (sidestep) left
- [→]**, **[D]** Strafe (sidestep) right
- [Z]** Turn left
- [C]** Turn right
- [Q]** Lean left
- [E]** Lean right
- [Spacebar]**, **[Ins]** Jump
- [X]**, **[Num .]** Crouch
- [M]** Mouse look
- [Shift]** (hold) Walk/run
- [Caps Lock]** Toggle walk/run

Looking Around

- [Del]**, **[R]** Look up
- [Pg Dn]**, **[V]** Look down
- [End]**, **[F]** Center view

Using Items/Weapons

- [Enter]** Use object in hand
- [Enter]** Use object in world
- [Tab]**, **[Enter]** Drop/throw item
- [Bksp]** Put item away
- Mousewheel **↑** Select next belt item
- Mousewheel **↓** Select previous belt item
- [0-9]** Select belt items
- [F1]** Open Inventory screen
- [.]** Reload weapon
- [I]** Toggle scope
- [J]** Toggle laser sight
- [=]** Change ammo

Other

- [Pause]** Pause game
- [Esc]** Open main menu
- [F2]** Open Goals/Notes screen
- [F3-F12]** Toggle nanoaugmentations on and off
- Num **[+]** Quick save
- Num **[/]** Quick load
- Num **[*]** Take screen shot

Credits

Producer and Project Director:
Warren Spector

Lead Programmer and Assistant Director: Chris Norden

Programmers: Scott Martin, Albert Yarusso

Lead Designer: Harvey Smith

Designers: Marshall Andrews, Ricardo Bare, Monte Martinez, Steve Powers, Robert White

Dialogue: Sheldon Pacotti

Additional Dialogue: Austin Grossman

In-Game Text and Intro/Endgame Cinematics: Chris Todd

Lead Artist: Jay Lee

Artists: Clay Hoffman, Russell Hughes, Rob Kovach, Nghia Lam, Terry Manderfeld, Hugh Suh

Audio: Peter Marquardt, Stan Neuvo, Will Nevins, Darren Walsh

Music: Alexander Brandon of Straylight Productions

New York, Hong Kong and Paris Club Songs: Reeves Gabrels

QA Leads: James Flores (Ion Storm Austin), Jay Franke (Ion Storm Dallas), Mike Orenich (Eidos Interactive US), Tom Murton (Eidos Interactive Europe)

Assistant Lead Tester (Eidos Interactive US): Carlo Delallana

QA Ion Storm: Marshall Andrews, Dane Caruthers, Andy Dombroski, Peter Hushvahtov, Nathan Regener, Wendy Regener, Bonnie Steele, Chris Waltrip

QA Eidos Interactive: Carlo Delallana, Eruch Adams, Daryl Bibby, Lawrence Day, Steve Didd, James Featherstone, Daniel Franklin, Erik Kennedy, Ron Lauron, Chris Lovenguth,

Clayton Palma, Corey Fong, Colby McCracken, Ryan Natale, Ralph Ortiz, Bill Schmidt, Kenneth Schmidt, Beau Teora, Kjell Vistad, Jason Walker

Eidos Honcho: John Kavanagh

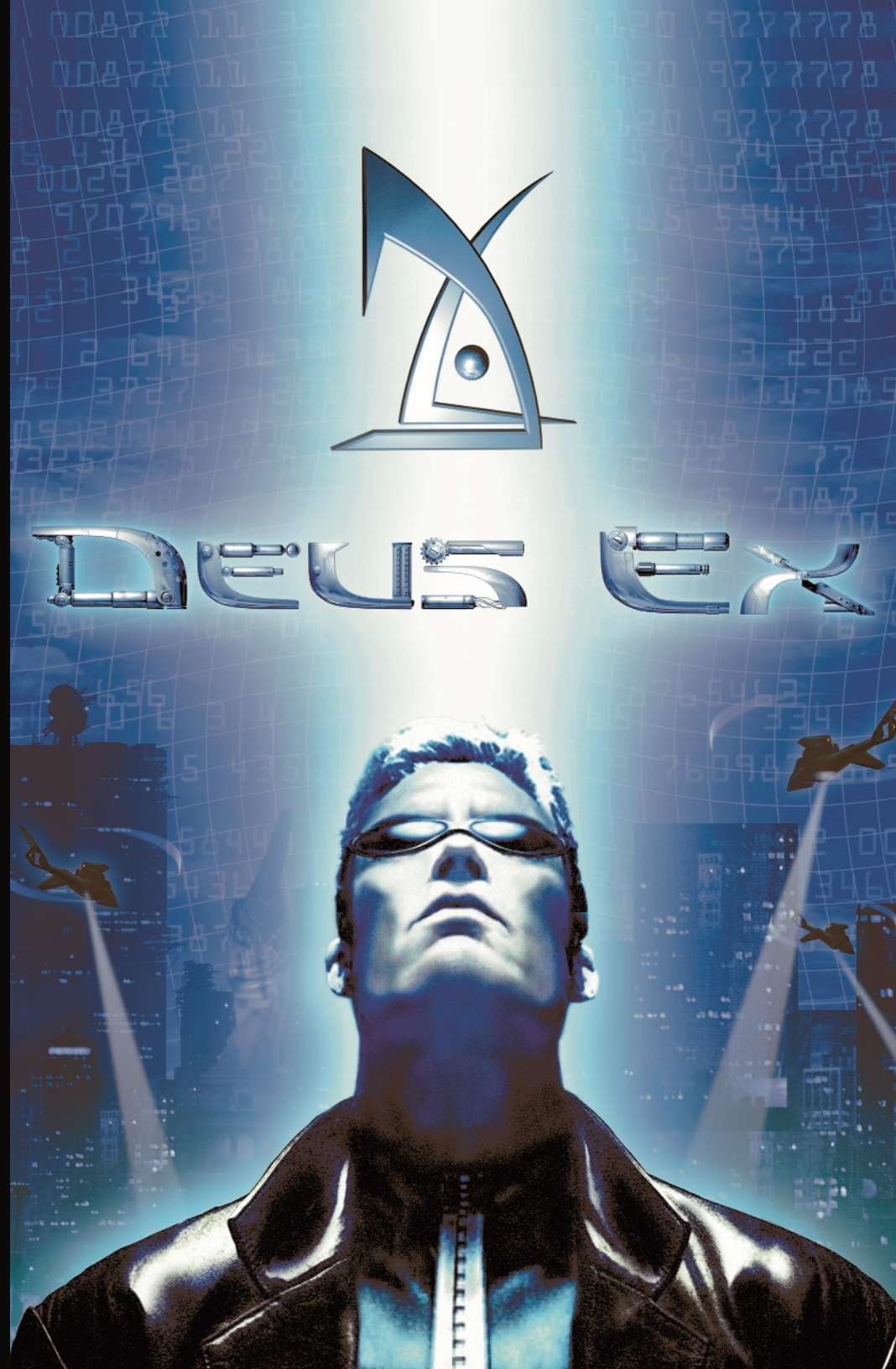
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Hardware/Net/Tech/Video Support: Einar Dietz, Chad Warren

ION Storm PR and Marketing: Chad Barron, Mike Breslin

Documentation by IMGS, Inc.: Chris McCubbin (Writing), Jennifer Spohrer (Graphic Design)

To hear more music by Reeves Gabrels, go to www.reevesgabrels.com.



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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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A very small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to playing PC games.

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Contacting Tech Support

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If you need to talk to someone immediately, call us at (415) 547-1244. We are available to take your calls Monday through Friday between 9:00 a.m. to 5:00 p.m., Pacific Standard Time. If possible, be at your computer when you call. The support representative will need specific information about your computer and may need you to access or change some of the files while you are on the telephone. If it is impossible for you to be at your computer, be sure to have the following information:

- A listing of your computers hardware and the settings from Device Manager, including what sound and video card your system has. (Contact your computer manufacturer if you aren't sure.)
- What version of Windows™ you are using.
- What version of DirectX™ is currently loaded on your computer.
- How the game is currently configured.

Note: Our Technical Support agents do not have access to game hints, tips, strategies or codes. Please direct all game play questions to the 900-hint line listed below.

How to reach us:

World Wide Web: <http://www.eidosinteractive.com/help.html>

Product Warranty Inquires: cs@eidos.com

FTP: <ftp://ftp.eidosinteractive.com/pub>

Internet e-mail: techsupp@eidos.com

Fax: (415) 547-1201 or (415) 537-0095

Mail: Eidos Interactive Customer Support
651 Brannan Street, 4th floor
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Hint Line: Eidos Interactive's 24 hour automated hint line number is (900) 773-4367. The charge is \$.95 per minute. You must be 18 years or older; or have your parent's permission to call.