Quick manual:

The default keyboard control keys are:

- **ESC** to pause the game and see the map. From the map screen: **T** to transport to the last save point or **Q** to return to the main title.
- **D** to shoot the rifle / machinegun (when available)
- **S** to jump. **S** again to double jump (when available)
- **V** to launch grenades (when available)
- **A** to use the flamethrower (when available)
- **Cursor keys** to move your character and aim.

The default Xbox controller or compatible buttons:

- **Start** to pause the game and see the map. From the map screen: **Y** to transport to the last save point or **X** to return to the main title.
- **A** to shoot the rifle / machinegun (when available)
- **B** to jump. B again to double jump (when available)
- **Y** to launch grenades (when available)
- **X** to use the flamethrower (when available)
- **Left analog stick** to move your character and aim.

Crouch + grenade button pressed for 1 second to plant a plastic explosive (when available).

The controls are redefinable, but once the game starts they can not be redefined again and each time you load game a saved game, it will load the controls that were defined when you hit "New Game".

There are 3 slots to save so you can start up to 3 different games, each with its own defined controls that will be automatically loaded when loading game.