

# LONE SURVIVOR

## SURVIVAL GUIDE

### KEYS:

**ARROWS - MOVE**

**X - INTERACT / SHOOT**

**C - WEAPON MODE TOGGLE**

**SPACE - INVENTORY**

**M / ENTER - MAP**

**F - FLASHLIGHT TOGGLE**

**R - RELOAD WEAPON**

### SYSTEM KEYS:

**ENTER - SKIP CUTSCENE**

**ALT-F4 / ESCAPE - QUIT**

**P - PAUSE**

**Q / W - ADJUST WIDESCREEN RATIO**

**A / S - ADJUST GAMMA**

**+ / - - ADJUST VOLUME**

**0 - MUTE**

**E - TOGGLE EXPERT MODE (hides world prompts, day count and area names)**

### SYSTEM REQUIREMENTS:

**CPU - Core Duo**

**RAM - 2Gb**

**GPU - supports hardware 3D acceleration**

**HD - 300Mb**

**DISPLAY - 16:9 or less recommended (for wider ratios use Q/W to adjust)**

**OS - Windows XP / Mac OS 10.6.8 or above**

**INPUT - QWERTY Keyboard / Joypad via Joy2Key**

### HOTKEYS:

**1 - FLARE**

**2 - ROTTING MEAT**

**3 - HEALTH TONIC**

## CHARACTERS



### YOU (THE PROTAGONIST)

Little is known about the protagonist's life prior to the outbreak. He is a solitary figure who wears a mask, and fights to maintain his sanity, despite the desolation.



### HER (THE GIRL)

A mysterious girl in a blue dress who appears in the protagonist's dreams and hallucinations.

## SURVIVAL TIPS

### DON'T FORGET TO SLEEP

Sleeping soothes, and helps you remember what you're supposed to be doing.

### KEEP AN EAR ON THE RADIO

Sometimes you'll find more than static on the airwaves...

### REMEMBER WHAT YOU'VE DONE RECENTLY

Don't forget to check your diary if you're having trouble with your memory.

### KNOW YOUR WAY AROUND

Examine the map carefully for places you haven't yet investigated (marked in a dark grey colour.)  
Sometimes things can change, so be sure to revisit locked doors...  
You never know what you might have missed!

### LOOK AFTER YOURSELF

To really overcome the troubles you face, you must attempt to look after your mental and physical health.  
Pay attention to the choices you make, because every action has a consequence.

### SEEK HELP IF YOU NEED IT

If you're really struggling to cope, there is always medication...