**Controls**

(PS4)

L-Joystick: Move

R-Joystick: Look

X: Jump

Square: Reload, Interact (Looking at item), Continual Interact (Hold)

O: Crouch, Prone (Hold)

Triangle: Switch Weapons, Draw Pistol (Double Tap), Holster/Unholster Weapons (Hold)

Option: Pause

Touchpad: Full Map & Objectives

D-Pad Up: Communication (See Below)

D-Pad Left: Firemode (See Below)

D-Pad Right: Choose Equipment

D-Pad Down: Dart (See Below)

L-1: Grenade 1

R-1: Grenade 2

L-2: Sight

R-2: Fire

L-3: Sprint, Stabilize (Sighted)

R-3: Melee, Sight Action (Sighted)

Communication:

Tap D-Pad Up to alert team to area (order them there if Myles)

If Myles, hold D-Pad Up for options:

Square: Go there

Triangle: Attack enemy nearest to location targeted

O: Come to me

X: Interact with entity nearest to location targeted

If looking at friendly, hold D-Pad Up for dialogue options

If looking at prisoner, hold D-Pad Up for options:

Square: Understanding

Triangle: Negotiating

O: Angry

X: Careless

Firemode:

Tap D-Pad Left to cycle Firemode

Hold D-Pad Left for options:

Square: Toggle Left Side Rail

Triangle: Cycle normal fire modes (Semi, Burst, etc.)

O: Toggle Right Sider Rail

X: Select Underbarrel

Dart:

Tap D-Pad Down to quick-fire.

Hold and release to aim

Tap R-2 to fire when aiming

Tap D-Pad Down to stop aiming

**Special Actions**

Sprint and tap O: Slide to prone

Sprint and tap X when approaching wall: Climb wall. Will grab ledge if possible

X when hanging from ledge: Pull up onto ledge (or into window)

X when leaning over ledge: Jump off

X when at open window: Climb in

Melee when crouched and behind non-fully alerted enemy: Silent Kill

Sprint and Melee: Tackle and kill enemy \*\*\*Not Discussed\*\*\*