Main Character Doc

Movements: A key – Press once to turn/run/crawl left from the camera’s perspective

D Key – Press once to turn/run/crawl right from the camera’s perspective

S Key - Press once to turn/run/crawl forward from the camera’s perspective

W Key - Press once to turn/run/crawl backwards from the camera’s perspective

SHIFT - Press to switch between standing and crouching

E Key - Interact with objects (Doors etc.)

Number Keys - Choose grenade (Stun or chaff)

SPACE - Hold to arm grenade, release to throw grenade

Character will run at constant speed.