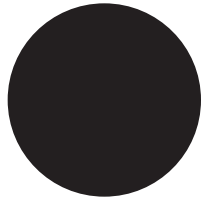


Aim



Move/Aim



Move/Aim



attack/shoot

rotate revolver
cylinder



reload
1 chamber



dodge



interact