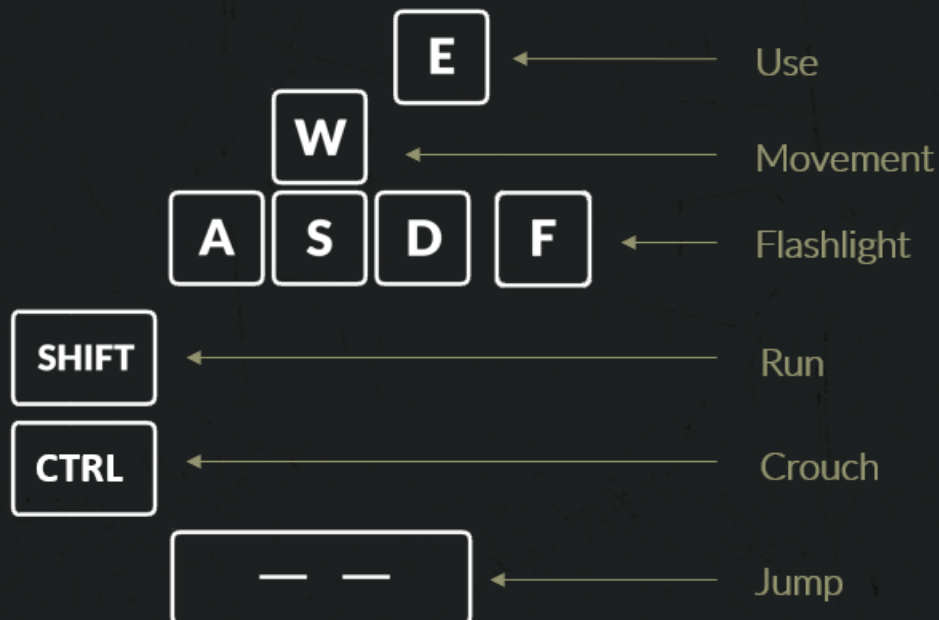# Index

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1. Instructions

- To play you'll need to start the build, adjust your settings and hit "Play!".

  Note: Ultra, 1920 x 1080 is highly recommended.

- A main menu will appear.

- When you're ready press the backslash key (\ ). This will bring up the developer console in which you'll have to type "newTestingScene".

- You're set!

2. Controls

Key	Action
E	Use
W	Movement
F	Flashlight
SHIFT	Run
CTRL	Crouch
(Spacebar)	Jump

3. Console Commands

help:	Shows all available commands.
quit:	Quits the application.
clear:	Clears the console.
showFps:	Shows frames per second.
hideFps:	Hides frames per second.
noClip:	Ignore gravity, collisions and move speed increases.
clip:	Restores gravity, collisions and returns to normal speed.
newGame:	Starts a new game.
newTestingScene:	Starts a new testing scene.
mainMenu:	Returns to the main menu.
showRads:	Shows accumulated radiation.

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