

# CRUSADER: NO REMORSE™

## REFERENCE CARD

CAPTAIN: NOTE THAT THERE ARE MULTIPLE WAYS TO PERFORM THE SAME ACTION. —M.

### KEYBOARD COMMANDS

#### GAME CONTROL

Help Screen . . . . . **[F1]**  
 Options Screen . . . . . **[F2]**  
 Quick Load . . . . . **[F4]**  
 Quick Save . . . . . **[F5]**  
 Load Screen . . . . . **[F8]**

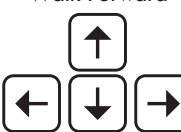
Save Screen . . . . . **[F9]**  
 Increase music volume . . . . . **[+]**  
 Decrease music volume . . . . . **[-]**  
 Prompt EXIT TO DOS (Y/N) . . . . . **[Alt] [X]**  
 Main Menu Toggle . . . . . **[Esc]**

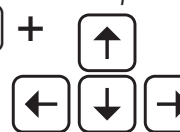
#### SILENCER CONTROL

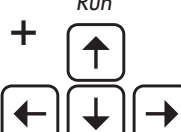
**Fire** . . . . . **[Spacebar]**  
**Use** inventory item . . . . . **[U]**  
 Use **Medikit** . . . . . **[M]**  
 Cycle through **Inventory** items . . . . . **[O]**  
 Cycle *backward* through **Inventory** items . . . . . **[I]**  
 Cycle through **Weapon Inventory** . . . . . **[W]**  
 Cycle *backward* through **Weapon Inventory** . . . . . **[Q]**  
**Jump** . . . . . **[J]** or **[Tab]**

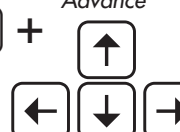
**Drop weapon** . . . . . **[Ctrl] [D]**  
**Search/Select** . . . . . **[S]**  
**Manipulate** selected item . . . . . **[Enter]**  
**Talk** to selected person . . . . . **[Enter]**  
**Grab** all exposed items and add to inventory . . . . . **[G]**  
 Detonate **bomb** . . . . . **[B]**  
 Use **energy cube** . . . . . **[E]**  
**Center** screen on Silencer . . . . . **[Z]**  
 Toggle targeting **reticle** On/Off . . . . . **[R]**

#### MOVEMENT (KEYBOARD ARROWS & EXTENDED KEYS)


Walk Forward  
  
 Retreat

Jump  
**[Ctrl] +**   
 Toggle Crouch

Run  
**[Shift] +**   
 Retreat

Advance  
**[Alt] +**   
 Retreat

(or have **[Caps Lock]** on.)

Advance  
  
 Retreat

## NUMERIC KEYPAD MOVEMENT

Num Lock OFF



Num Lock ON

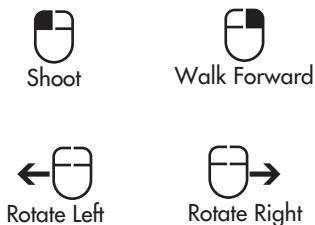


Arrows indicate direction of movement on screen

**Run!** **Run!** **Run!**  
 (Shift) + key, or (Caps Lock) on, = Run!  
 (Ctrl) + key = Roll! (Alt) + key = Sidestep!

**Jump** ..... (Ctrl) 8  
**Run** ..... (Shift) 8  
 Rotate Quickly **Left** ..... (Shift) 4  
 Rotate Quickly **Right** ..... (Shift) 6

## MOUSE MOVEMENT



If (Alt) is pressed as the mouse is moved, the Silencer will **sidestep** left or right, to correspond to the mouse's movement.

If (Ctrl) is pressed as the mouse is moved, the Silencer will **roll** left or right, to correspond to the mouse's movement.

If (Shift) is pressed or (Caps Lock) is on while the right mouse button is pressed, the Silencer will **run**.