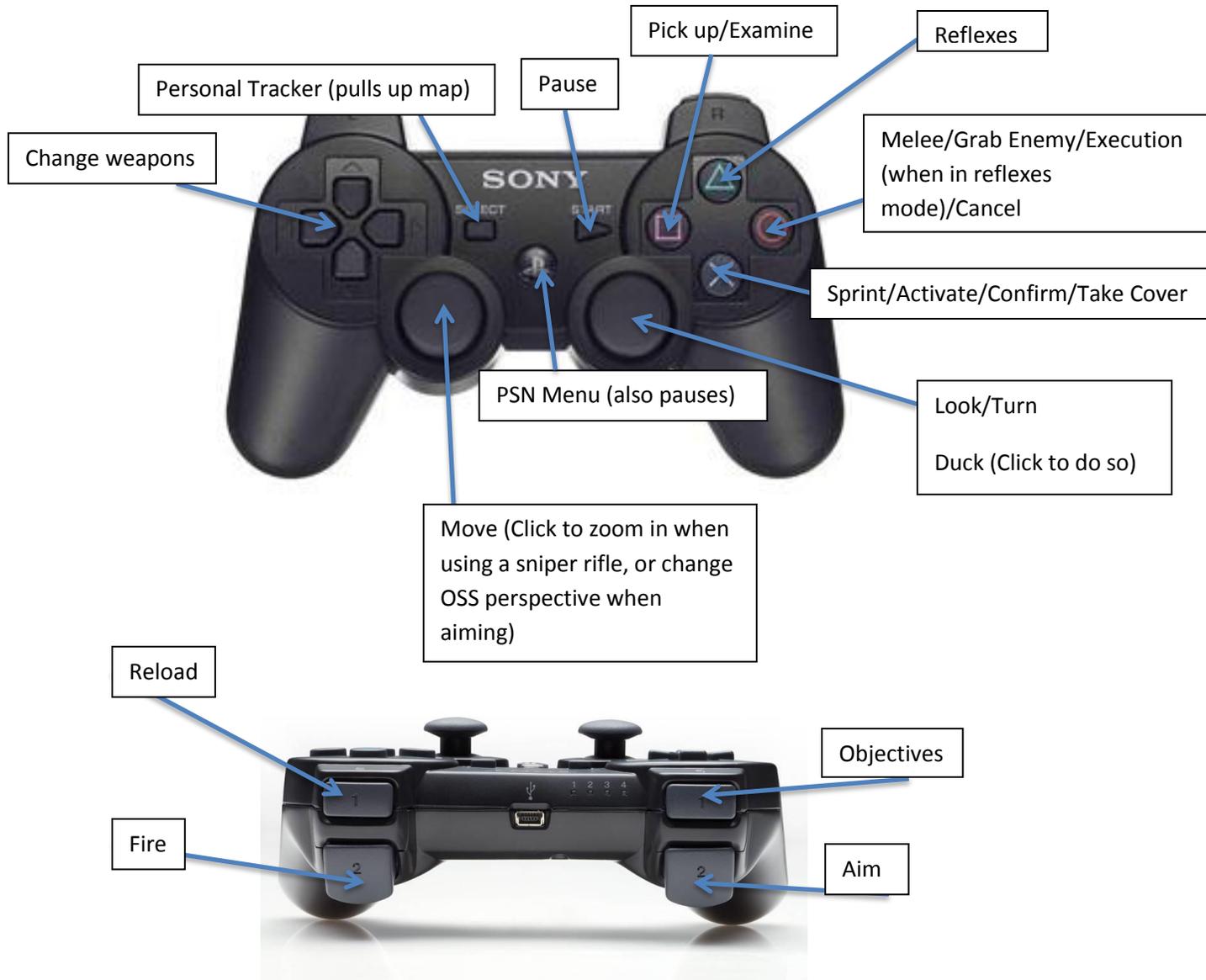


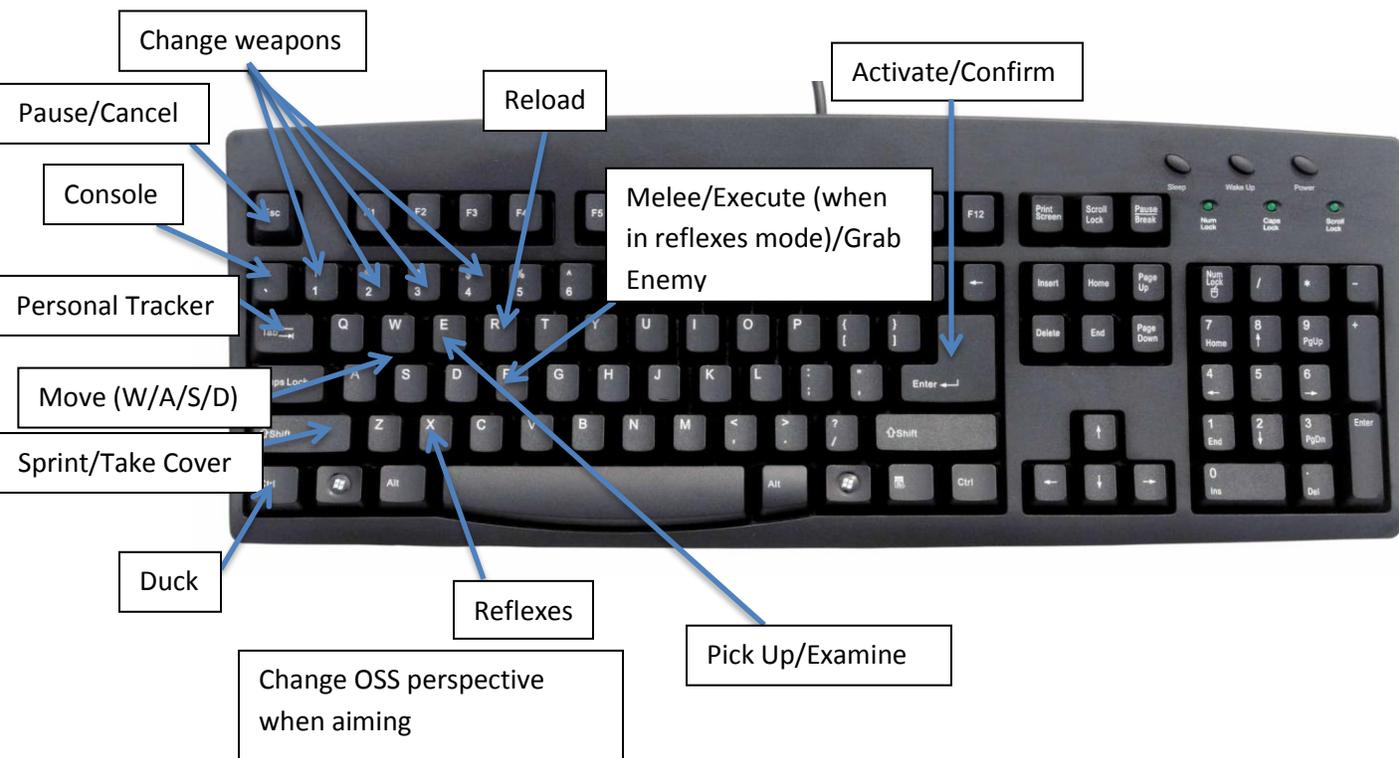
These are the default schematics for Xbox 360. The player can change the movement and look sticks to their liking. When the player clicks on the Left stick, it zooms (snipers only) or change OSS perspective when aiming (default is over the right shoulder). Pressing the D pad up changes to hand gun, left and right are the primary weapons, and down is grenade. Pressing the D pad with equipped weapon equips the knife (for example, pressing right on D pad equips the M16. Press right on the D pad again equips the knife). The knife is the only weapon that can't be discarded. Clicking the Right stick crouches. Click Right Stick again to stand up (you do not need to be in cover to crouch). All face buttons are used when performing action modes (i.e. pressing a specific button at the right time). Pressing A with the direction you're going in will make Wes roll out of the way. When the player presses up on the Left Control stick plus A, the player will leap over whatever cover the player is in. When they player presses Y once, it turns on reflexes. Press again to stop using reflexes. Same rule applies to the execute button (B), but only when using reflexes. If the player uses reflexes while firing, one out of thirty shots will be a power shot (deals more damage) (this is completely random, and using stealth doesn't improve chances of a power shot). If the player hasn't been spotted, the player can press the grab enemy (B) button to grab an enemy (not all enemies can be grabbed) and use him as a shield. While doing so, they player can click either stick button to switch from front aim to back aim, and vice versa. You do not need to use reflexes when trying to grab an enemy (as this will perform an execution instead). When in personal tracker mode, the player can go to any part of the city that's available. The player can also change radio

stations while in Personal Tracker mode (Just press Radio while in PT). The face buttons can't be reconfigured.



These are the default schematics for the PlayStation 3. The player can change the movement and look sticks to their liking. When the player clicks on the Left stick, it zooms (snipers only) or change OSS perspective when aiming (default is over the right shoulder). Pressing the D pad up changes to hand gun, left and right are the primary weapons, and down is grenade. Pressing the D pad with equipped weapon equips the knife (for example, pressing right on D pad equips the M16. Press right on the D pad again equips the knife). The knife is the only weapon that can't be discarded. Clicking the Right stick crouches. Click Right Stick again to stand up (you do not need to be in cover to crouch). All face buttons are used when performing action modes (i.e. pressing a specific button at the right time). Pressing X with the direction you're going in will make you roll out of the way. When the player presses up on the

Left Control stick plus X, the player will leap over whatever cover the player is in. When they player presses Triangle once, it turns on reflexes. Press again to stop using reflexes. Same rule applies to the execute button (Circle), but only when using reflexes. If the player uses reflexes while firing, one out of thirty shots will be a power shot (deals more damage) (this is completely random, and using stealth doesn't improve chances). If the player hasn't been spotted, the player can press the Grab button (Circle) to grab an enemy (not all can be grabbed) and use him as a shield. While doing so, they player can click either stick button to switch from front aim to back aim, and vice versa. You do not need to use reflexes when trying to grab an enemy (as this will perform an execution instead). When in personal tracker mode, the player can go to any part of the city that's available. The player can also change radio stations while in Personal Tracker mode (just press Radio while in PT). The face buttons can't be reconfigured.





The Action Buttons on the Windows version is more random than PS3 and Xbox 360 versions (W, A, S, D, E, F are the 6 buttons used). Pressing the Console key brings up a window to enter console commands (PC version only). Like the Xbox 360 and PS3, the player only has to press the execute button once (using reflexes still applies). Also like the Xbox 360 and PS3, pressing the change weapons button (1, 2, 3, 4) twice will change to the knife. Also like the PS3 and Xbox 360, the keys can't be reconfigured, whereas only the sticks on the PS3 and Xbox 360 can be changed. The PC version is also compatible with the Xbox 360 controller.