

BIOFORGE™

REFERENCE CARD

INTERFACE

GENERAL

Use.....	[Spacebar]	Use item/monitor/instrument/etc.
Get/drop.....	[Enter]	Pick up/drop item
Combat.....	[C]	Enter/exit Combat Mode
Inventory.....	[I] (left hand empty).....	Go to Inventory Screen
Into inventory.....	[I] (item in left hand).....	Place item in inventory
PIM.....	[P]	Enter personal information manager (inventory, options, load/save)
Options.....	[O]	Go to Option Screen
Diagnostics.....	[D]	Go to Diagnostics Screen
Journal.....	[J]	Go to Journal Screen
Save.....	[S]	Save game
Load.....	[L]	Load saved game

MONITORS

Choose.....	[↑↓←→] / [⏏]	Move cyborg hand over button
Select.....	[Enter] / [⏏]	Press button
Exit.....	[Esc] / [⏏]	Exit the monitor

MOVEMENT

(In Combat Mode, all movements are combat-ready.)

NORMAL

[1]	sidestep left
[2] or [↓]	walk backwards
[3]	sidestep right
[4] or [←]	turn left
[5]	fire weapon
[6] or [→]	turn right
[7]	advance and turn left
[8] or [↑]	walk forward
[9]	advance and turn right

FASTER

[Shift 4] or [Shift ←]	spin left quickly *
[Shift 6] or [Shift →]	spin right quickly *
[Shift 7]	run ahead and left
[Shift 8] or [Shift ↑]	run ahead
[Shift 9]	run ahead and right

* not available in Combat Mode.

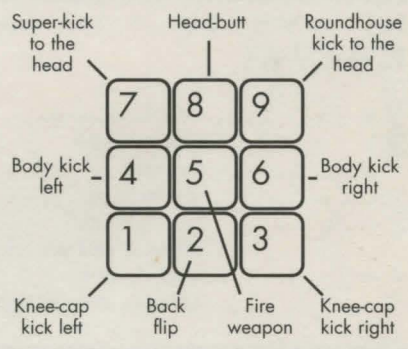
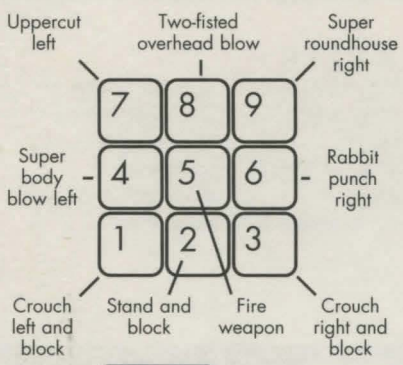
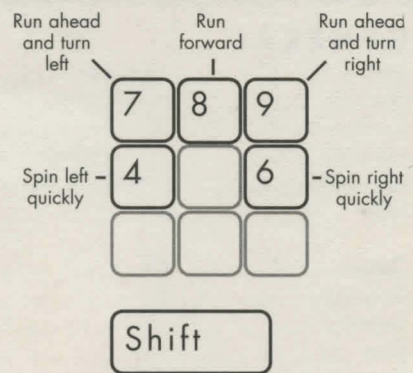
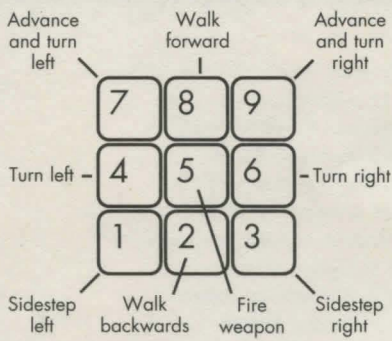
COMBAT

HANDS

[Alt 1]	crouch left and block
[Alt 2] or [Alt ↓]	stand and block
[Alt 3]	crouch right and block
[Alt 4] or [Alt ←]	left super body blow
[Alt 5]	fire weapon
[Alt 6] or [Alt →]	right rabbit punch
[Alt 7]	left uppercut
[Alt 8] or [Alt ↑]	two-fisted over-head blow
[Alt 9]	right upper roundhouse

FEET

[Ctrl 1]	left knee-cap kick
[Ctrl 2] or [Ctrl ↓]	back flip
[Ctrl 3]	right knee-cap kick
[Ctrl 4] or [Ctrl ←]	left body kick
[Ctrl 5]	fire weapon
[Ctrl 6] or [Ctrl →]	right body kick
[Ctrl 7]	super-kick to the head
[Ctrl 8] or [Ctrl ↑]	head-butt
[Ctrl 9]	roundhouse head kick



Alt

Ctrl



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