

# CONTROLS

## PROJECT FREEDOM

|                         |                 |                      |
|-------------------------|-----------------|----------------------|
| <b>Up</b>               | <b>Mouse</b>    | <b>Y axis</b>        |
| <b>Down</b>             | <b>Mouse</b>    | <b>Y axis</b>        |
| <b>Left</b>             | <b>Mouse</b>    | <b>X axis</b>        |
| <b>Right</b>            | <b>Mouse</b>    | <b>X axis</b>        |
| <b>Thrust down</b>      | <b>Mouse</b>    | <b>Scroll-button</b> |
| <b>Thrust up</b>        | <b>Mouse</b>    | <b>Scroll-button</b> |
| <b>Fire</b>             | <b>Mouse</b>    | <b>0 button</b>      |
| <b>Fire secondary</b>   | <b>Mouse</b>    | <b>1 button</b>      |
| <b>Change secondary</b> | <b>Keyboard</b> | <b>Q</b>             |
| <b>Boost</b>            | <b>Keyboard</b> | <b>Space</b>         |
| <b>Show Objectives</b>  | <b>Keyboard</b> | <b>Tab</b>           |
| <b>Change Camera</b>    | <b>Keyboard</b> | <b>C</b>             |
| <b>Pause Game</b>       | <b>Keyboard</b> | <b>P</b>             |
| <b>Strafe left</b>      | <b>Keyboard</b> | <b>A</b>             |
| <b>Strafe right</b>     | <b>Keyboard</b> | <b>D</b>             |
| <b>Roll left</b>        | <b>Keyboard</b> | <b>W</b>             |
| <b>Roll right</b>       | <b>Keyboard</b> | <b>S</b>             |
| <b>Weapon 1</b>         | <b>Keyboard</b> | <b>1</b>             |
| <b>Weapon 2</b>         | <b>Keyboard</b> | <b>2</b>             |
| <b>Weapon 3</b>         | <b>Keyboard</b> | <b>3</b>             |
| <b>Weapon</b>           | <b>Keyboard</b> | <b>4</b>             |