

## CONTROLS

These are the default keyboard controls for PC and Mac. You can remap these key bindings by opening the **Options** menu and selecting **Controls**.

W, A, S, D	Walk, Run
Left Shift	Sprint
Mouse	Direction
Tab	Toggle combat mode (DNA mods / guns)
1, 2, 3, 4	Select DNA mod or gun
Click	Attack (with a gun or a DNA mod, depending on combat mode)
E	Melee attack
G	Throw grenade
R	Reload
Left Ctrl	Use scope (after sniper rifle has been acquired)
=	Scan environment
Q	Slide
K	Skip dialogue
T	RHETT (main menu)
O	Options menu (options, help, controls, quit)

## COMBAT

Lux can fight using her DNA mods, using guns or with enhanced DNA melee strikes. You can switch between guns and DNA mods with the **Combat Mode** key (the default is Tab).

## DNA MODS

Early in the game, Lux's DNA is edited and resequenced, and she acquires extraordinary abilities that fall into four classes:

**Incinerate:** Gives Lux the power to attack with fire

**Freeze:** Empowers Lux to freeze her enemies

**Shock:** Gives Lux control of electricity and electrocution of foes

**Invoke:** Empowers Lux to invoke powerful magical energy from the underworld

DNA mods have a short cool down time after use. You can decrease the cool down time by spending skills points in the **Skills** menu.



## WEAPONS

Weapons will be unlocked as you progress through the game. You can upgrade your weapons from RHETT's menu by using Weapon Parts, which can be found in crates, or by looting dead enemies.

Select **Weapons** from RHETT's menu to upgrade your weapons.



## HEALTH AND SHIELDS

In combat, Lux's enhanced DNA provides temporary shielding from damage. Her health will not be impacted until her shields are fully depleted. RHETT will warn Lux when her health is low.

Lux can collect medkits (to restore her health) and shield energy packs (to replenish her shields). The number of medkits and energy packs she can carry depends on the number of skill points allocated to the **Inventory** skill.

Medkits and shield energy packs are automatically deployed when Lux's health and shields fall to dangerously low levels.

## SKILL POINTS

As Lux levels up, she acquires **Skill Points**. These can be used to upgrade her abilities; e.g. to increase her maximum health.

Select **Skills** from RHETT's menu to upgrade Lux's skills.



## NEW GAME+

After you've completed the game, **New Game+** will appear on RHETT's menu. This allows you to play again, keeping all of Lux's skill points and weapon upgrades.

## CHAPTER SELECT

**Chapter Select** is also unlocked after completed the game on any difficulty level. This lets you replay any chapter without replaying the whole game in sequence.

## BUG REPORTS AND SUPPORT

Drop us an email at [http://support@basedontheplay.com](mailto:support@basedontheplay.com), and we'll get back to you within 24 hours (usually much quicker).

You can also get help on the Steam forums - just post in our **Support** forum.