BASIC COMMANDS

LT left trigger
- Hold to aim.
- Active AR Mode during Evade, Boost or when exiting cover.

LB left bumper
- Hold while in motion to activate Boost. This allows you to slide at high speed, with direction controlled by the left stick.
- Light a cigarette while taking cover. Throwing away the lit stub can distract the attention of enemies.

⊡ View Button
- Skip movie/dialog scene.

☰ Menu Button
- Pause and open Pause Menu.

RT right trigger
- Fire active weapon.
- Active AR Mode during Boost.

RB right bumper
- Reload.
- Hold to scan (Pick up) weapon.

Y button
- Throw grenade.

B button
- Melee attack.

A button
- Tactical Evade. Use with left stick to determine direction.

X button
- Enter cover. Use with left stick to break cover (roll, run clear or jump over).
- Action e.g. Open Container, Commandeer Turret, Medical Assist, Place Explosive etc.

Ⓛ left stick
- Walk/Run. The left stick used in conjunction with Boost and Evade will determine the direction of that movement.

✚ directional pad
- Choose which of the three equipped weapons is active. The active weapon is highlighted red on the on-screen display.
- Switch between fragmentation and EMP grenades.

Ⓡ right stick
- Move the camera.
- When using the Sniper Rifle, press the right stick button to zoom.

Camera controls can be modified in Options.

BASIC COMMANDS

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WEAPONS

The ARS is equipped with a BLADE (Battlefield Logic ADaptable Electronic) Weapons System capable of storing configurations for three weapons simultaneously. You can switch between these using the directional pad up, right or down. Refer to the display at the lower right of the screen to see which weapon is active (highlighted red) and remaining ammunition. When the magazine is empty, it will automatically reload, but you may wish to do so manually before it runs out to avoid suddenly finding yourself defenseless under enemy fire. Press 🅱 at any time to manually reload.

On the battlefield you will often find placed or discarded weapons. Stand over a weapon and hold 🅱 to scan. If the weapon matches one of your current weapons, scanning it will increase your ammunition stock. If the weapon does not match, then scanning it will install its configuration as the active weapon. The weapon active at the time of the scan will be discarded in the process, but it will remain on the ground to be re-scanned if the magazine contains at least 1 round.

Note that if enemies remain after all available ammunition has been used, there are some instances where it won't be possible to continue the game. Please access the Pause Menu and select **CHECKPOINT** or **RESTART** to try again.

GRENADES

In addition to the BLADE Weapons System, you also have two types of grenades: Hand Grenades and EMP Emitters. The active grenade is toggled using the directional pad left as shown on the display at the lower right of the screen. As with BLADE weapons, grenades can also be found on the battlefield and are picked up by pressing and holding 🅱.

Press ⓨ to throw a grenade in the direction indicated by the reticule at the center of the screen.

WEAPON UPGRADES

While a weapon's ammunition is at full capacity, scanning or picking up the same weapon will upgrade the weapon, increasing its power and maximum ammunition capacity. Weapon upgrades which affect the active weapon can also be found on the field and scanned via the same process.

Note: When **DIFFICULTY** is set to **NORMAL** or higher, weapons are also downgraded if the player character dies.
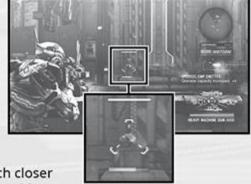
BLADE WEAPONS SYSTEM

The BLADE (Battlefield Logic ADaptable Electronic) Weapons System is a product of DARPA's research into advanced programmable materials. Based upon a core programmable unit, the exterior of the weapon system can take various shapes; however, present solid state memory limitations permit the storage of only three configurations. The expansive nature of the programmable material employed in the BLADE system allows it to replicate weapons of various sizes, from handguns through heavy weapons such as rocket launchers.

TARGETING

Hold 🇱🇹 to aim. When aligned with an enemy the reticule turns red.

When **DIFFICULTY** is set to **CASUAL AUTO**, your weapon sight will automatically lock onto nearby targets while 🇱🇹 is held, making it a breeze to take out multiple enemies in close formation.

Targeting with a Sniper Rifle provides a much closer view. The reticule will turn red when it aligns with a target. Press the right stick button to zoom even further.

COVER

As you approach certain obstacles and walls, the option to enter cover will be displayed as an action icon. Press ⓧ to hide behind the obstacle using it as a shield. You can move left and right along the obstacle without breaking cover. However, aiming at enemies will leave you partially exposed so it's recommended that you wait until you have a clear shot.

Move directly away from the obstacle to exit cover, or press ⓧ together with the left stick to roll clear, run away, or jump over smaller obstacles depending on the direction of tilt.

When exiting cover using ⓧ, you can also press 🇱🇹 to engage Active AR Mode. Your senses will sharpen, and perception of time will slow giving you a survival advantage as you become exposed to enemy fire.

PANGLOSS STATUES

Hidden around the gamefield are small golden figures called Pangloss Statues. If you find one, be sure to attack it. The number of Pangloss Statues found will be shown in the results screen.

BASIC COMMANDS

BOOST

The ARS is equipped with a booster that allows you to slide forwards at high speed and pass through low clearance areas. Press 🅛🅑 to boost and control direction with the left stick. Keep an eye on the temperature gauge, as the Boost will automatically shut off when the suit starts to overheat. Other functions will also become unavailable as the suit cools.

During Boost, you can press 🅛🅣 to engage Active AR Mode. This can help you accurately navigate your way through concentrated enemy formations.

EXPLOSIVE CHARGES

On occasion, you will be faced by an obstacle that needs to be blasted through with more force than a regular weapon will allow. When the Place Explosive action icon is displayed, press ⓧ to position a charge and set the remote fuse.

To trigger the remote fuse, press down the left stick and right stick buttons together. Make sure you're outside the blast radius or you will suffer significant damage in the explosion.

ACTION SEQUENCES

Occasionally when fighting against stronger enemies, you may have the opportunity to perform a special action sequence in the form of an attack or counter-attack. Such sequences are automated and are often more powerful than regular attacks, but require you to initially input the controls displayed on-screen correctly in the time available.

Typical controls include rotating the left or right stick quickly in the direction indicated, or tapping a button repeatedly until the on-screen gauge is full. Time available is not shown, so it's better to assume there is none to waste.

CONTEXTUAL ACTIONS

Many varieties of actions and effects are available depending on circumstances. When an action becomes available, the action type can be identified by the icon shown alongside the ⓧ display. Press ⓧ to perform the action.

Common contextual action icons are identified as follows:

Cover
Take cover behind an obstacle or wall.

Exit Cover
Climb across, roll away, or run away from the obstacle.

Place Explosive
Prepare a powerful explosive charge.

Medical Assist
Provide an emergency aid injection to an injured ally. Allies requiring help are identified by the ⊕ icon.

Open Container
Kick open a container to reveal its contents.

Operate Terminal
Used for opening doors and controlling machinery.

Commandeer Turret/Exit Turret
Enemy weapon turrets can be used once the operator is out of the way.

Climb Up/Down
Higher or lower areas are sometimes only accessible by ladders or other makeshift means.

Legal