SYSTEM SHOCK REFERENCE CARD

The page references in this Reference Card (noted by "p. XX") refer to corresponding **Playguide** pages.

STARTING THE GAME

Enter the *System Shock* directory (default is C:\SHOCK). Type SSHOCK and press ⟨Enter⟩. Click on PLAY INTRO, NEW GAME, CREDITS or CONTINUE (only appears after you save games).

For new games, set difficulty levels (0 is easiest, 3 most difficult), type your name and click START.

MANIPULATING OBJECTS [P. 20]

Select item in Inventory/buttons in MFDs .... *Left-click*
Identify item in viewscreen
Activate side icon
Open Inventory/MFDs

Fire .... *Right-click*
Swing

Move .... *Left-click-and-drag*

Use item in viewscreen .... *Double-left-click (or* ⟨Alt⟩*-left-click)*
Pick up item in viewscreen
Activate Inventory hardware

Place item in Inventory/MFDs .... 1. **Pick up** *item in viewscreen*
           2. *Left-click on Inventory panel/MFD (or on Inventory button in Full-Screen)*

Use item on an object .... 1. **Use** *item in Inventory*
           2. **Use** *object in viewscreen*

Activate Hardware .... 1. **Select** *Side Icon (or* **use** *from Inventory)*

Discard item .... 1. **Select** *Inventory page button*
           2. *Right-click on item name*
           3. *Right-click in viewscreen*

Throw item .... 1. **Select** *Inventory page button*
           2. *Right-click on item name*
           3. *Right-click-and-drag in viewscreen*
           4. *Release button*

Destroy useless item .... 1. **Select** *Inventory page button*
           2. **Select** *item name*
           3. **Select** *ITEM MFD*
           4. **Select** *VAPORIZE*

CYBERSPACE [P. 36]

Jack into cyberspace .... *Double-left-click*
Use software programs in Inventory   *(or* ⟨Alt⟩*-left-click) on terminal.*

Identify .... *Left-click*
Open Inventory/MFDs
Select Pulsar or Drill software in Inventory

Move .... *Left-click and hold or hold down* ⟨Spacebar⟩*.*
Pick up software and **scan** data .... *Collide with item*
Fire combat software .... *Right-click*
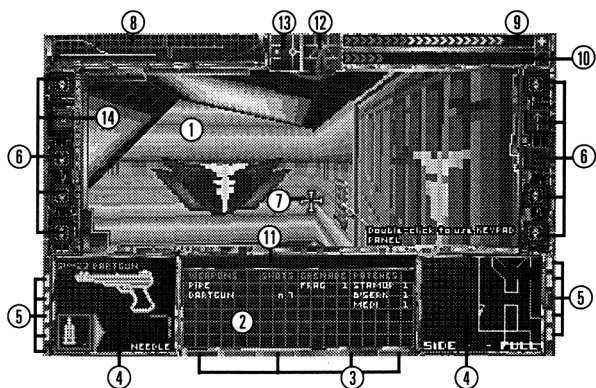
1. Viewscreen (p. 14)
2. Inventory Panel (p. 16)
3. Inventory Panel button (p. 16)
4. MFD (p. 17)
5. MFD button (p. 17)
6. Side Icon (p. 18)
7. Cursor (p. 7)
8. Bio-Monitor (p. 19)
9. Health Indicator (p. 19)
10. Energy Level Indicator (p. 19)
11. Message Line (p. 15)
12. Posture Control (p. 24)
13. View Angle Control (p. 24)
14. Full-Screen Switch (p. 15)

2-3. INVENTORY PANEL [P. 16]

MAIN .... Weapons, grenades and patches
HARDWARE .... Hardware attachments
GENERAL .... Battery packs, first-aid kits, logic probes, etc.
SOFTWARE .... Cyberspace software programs

4-5. MULTI-FUNCTIONAL DISPLAYS [MFDs] [P. 17]

Press the appropriate button to turn the display on/off.

Left or Right MFD	Name	Function
F1 or F6	WEAPON	Configures weapons for firing, shows ammo types and heat levels.
F2 or F7	ITEM	Displays information about items in inventory.
F3 or F8	AUTOMAP	Generates a map of the station as you explore.
F4 or F9	TARGET	Displays targeting hardware output and data about targeted creatures.
F5 or F10	DATA	Displays output from hardware/information about fixtures, keypads, containers and corpses.

6. HARDWARE SIDE ICONS [P. 18]

Press the appropriate button to turn the hardware on/off.

Left Side icons
1 Bioscan (monitors biological state)
2 Full-Screen View (removes interface)
3 Sense-around (360-degree view)
4 Lantern (brightens dark areas)
5 Energy Shield (provides body shield)

Right Side icons
6 Night Sight (infrared view attachment)
7 Navigation Module (electronic compass)
8 Multimedia Reader (e-mail/log reader)
9 Motion Boost (skates)
0 Jump Jet (flight boots)

8. BIO-MONITOR [P. 19]

Frequent peaks indicate high levels, infrequent peaks represent low levels.

Light Red line .... Heart rate (relative fatigue)
Light Blue line .... Energy usage
Purple line .... *Chi* brain wave
Yellow line .... Bio-contaminant exposure
Dark Blue line .... Radiation exposure

WEAPONS [P. 26]

Choosing a Weapon. **Select** (left-click) MAIN Inventory button. **Select** a weapon. **Open** (left-click) either WEAPON MFD to configure the weapon. (Or, use `Tab` to cycle through weapons.)

Loading/Unloading Firearms. **Select** a weapon, then **select** an ammunition icon in the WEAPON MFD. Unload by double-left-clicking.

Adjusting Beam Weapons. Move the MFD slider left or right to control intensity. Click OVERLOAD for a powerful blast (drains more energy).

Firing a Weapon. Place the cursor on top of the target (for firearms and beam weapons). Right-click to **fire** or **swing** weapons.

Throwing Grenades. **Select** MAIN Inventory button. Double-left-click on a grenade name, then **throw** the grenade. (Place the mouse cursor over your target, then right-click.)

Applying Patches. **Select** MAIN Inventory button, then **use** (double-left-click) a patch name or click APPLY in the ITEM MFD.

AUTOMAP [P. 17]

• Left-click on either AUTOMAP MFD button.
  Click on "−" to back the map out, click on "+" to zoom the map in.
• Click FULL (lower right) for full-view (pauses the game and displays full-screen map and menu).
• Click SIDE (lower left) for cross-section view of the station.

OPTION MENU [P. 44]

1. `Esc` (or left-click the upper lefthand corner of the screen)
2. Left-click option to change it/view sub-options
3. RETURN or `Esc` to resume play

JOYSTICK COMMANDS [P. 45] (`/` toggles mouse control over to joystick)

Move diagonally to combine movements. Use the mouse to move your cursor.

`↑`	*Walk/run forward (press slightly to walk, further to run)*
`↓`	*Walk backward*
`←`	*Turn left*
`→`	*Turn right*
Button #2 + `←`	*Sidestep left*
Button #2 + `→`	*Sidestep right*
Button #2 + `↑`	*Look up*
Button #2 + `↓`	*Look down*
Trigger	*Fire/swing weapon*
Button #2	*Use item in viewscreen (door, puzzle, etc.)*

CYBERSPACE JOYSTICK COMMANDS

`↑`	*Dive or pitch downward*
`↓`	*Climb or pitch upward*
`←`	*Bank left*
`→`	*Bank right*
Button #2 + `←`	*Roll left*
Button #2 + `→`	*Roll right*
Trigger	*Fire software weapon*

CYBERMAN COMMANDS [P. 45]

Move, aim and fire by manipulating the Cyberman like a mouse — slide the device horizontally while pressing the left and right buttons. The *middle* button combines with movement to control leaning and view angle:

• To **lean**, press the middle button and tilt the device left or right.
• To **change your view angle**, press the middle button and tilt the device forward or backward.
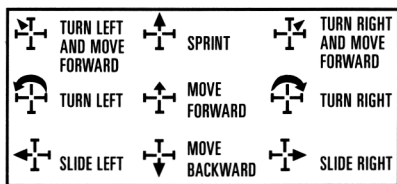
KEYBOARD COMMANDS

Keys	Command
Shift ↑	Run forward
S or ↑	Walk forward
X or ↓	Walk backward
A or ←	Turn left
D or →	Turn right
Z or Alt ←	Sidestep left
C or Alt →	Sidestep right
Q or Ctrl ←	Lean left (while standing or crouching)
E or Ctrl →	Lean right (while standing or crouching)
W	Negate lean
Spacebar	Jump
Spacebar S	Climb
T	Stand
G	Crouch
B	Prone
R or Ctrl ↑	Look up
V or Ctrl ↓	Look down
F	Center view
Pg Up and Pg Dn	Change Inventory page
Tab and Shift Tab	Cycle through weapons in Inventory

Keys	Command
Ctrl A	Display full-screen map
Ctrl S	Save game
Ctrl L	Load game
Alt X	Exit game
Alt O	Display interface description
Alt H	Activate on-line help
Shift ?	Display on-line reference card
Pause	Pause game
Esc	Open Option screen/Pause game

CYBERSPACE COMMANDS

Keys	Command
W or ↑	Climb or pitch upward
X or ↓	Dive or pitch downward
S or Spacebar	Thrust or move forward
A or ←	Bank left
D or →	Bank right
Q or Z	Roll left
E or C	Roll right
Enter or right-click	Fire software weapon

MOVING WITH A MOUSE

Real Space [P. 20]

Cursor	Action
TURN LEFT AND MOVE FORWARD	SPRINT	TURN RIGHT AND MOVE FORWARD
TURN LEFT	MOVE FORWARD	TURN RIGHT
SLIDE LEFT	MOVE BACKWARD	SLIDE RIGHT

Cyberspace [P. 37]

Cursor	Action
BANK LEFT AND CLIMB	CLIMB	BANK RIGHT AND CLIMB
TURN LEFT	THRUST FORWARD	TURN RIGHT
BANK LEFT AND DIVE	DIVE	BANK RIGHT AND DIVE
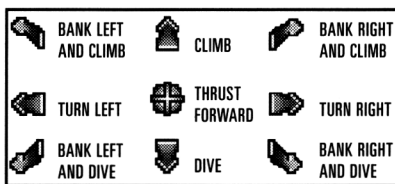
- To move, place your cursor in the viewscreen, then left-click-and-hold. The cursor location and shape determines the direction of motion.
- To increase speed, move the cursor away from the center of the viewscreen.

  Fatigue. To rest, slow down, stop moving for a few seconds, or apply Staminup dermal patches.

  Climbing. Move face-first against a ladder or climbable wall. Click-and-hold both mouse buttons and move forward.

  View and Posture. Left-click in the View Angle Control and Posture Control boxes or use keyboard.

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