



# REFERENCE CARD

Welcome to the Early Beta and Thank You for Your Continued Support!

As we get further into development, we will, of course, have tutorials explaining all of Wasteland 2's features, but for the time being please reference this card to learn the basics required to for getting right into the action.

We have not yet completed our optimization pass, so if you're experiencing a low frame rate, start with the game at the lowest video resolution and quality settings and slowly increase these settings if you experience acceptable frame rates on playing the game.

For the best possible gaming experience, we do recommend playing on the highest settings your system will support.



Command	Interface	UI Button	Default Keybinding
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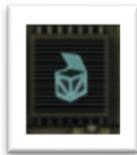

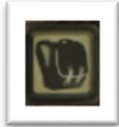
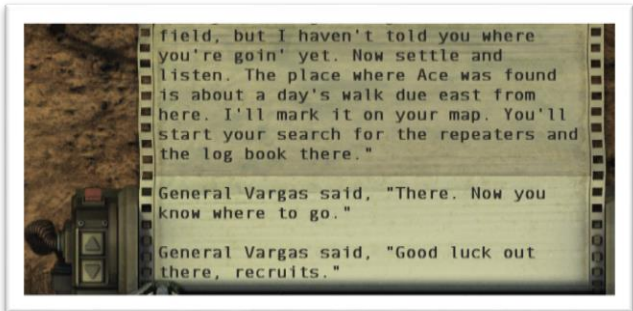

## CAMERA & NAVIGATION

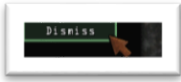
Move Camera	Camera		WASD / Mouse Edge Scrolling
Zoom	Camera		Mouse Wheel
Rotate <i>In 45 degree increments</i>	Camera		Q / E / Depress Middle Mouse

			Button and Move Mouse
Move around world	Navigation	Click in World	Right Mouse Button
Drag Select Squad	Navigation	Press and Drag in World	Left Mouse Button Press & Drag
Select Squad	Navigation		F

# GENERAL

Back	General		ESC
Toggle Run/Walk	General		
Toggle Group/Individual Mode	General		Spacebar
Select Character 1 – 7	General		F1 – F7 / Left Mouse Button on Party Portraits
Examine Object <i>On objects that highlight with mouse over</i>	General		Right Mouse Button
Confirm Action <i>Talk, Open Door, Loot, Etc.</i>	General		Left Mouse Button

Open Inventory	General		I
Force Fire <i>To fire at a friendly or object in the world while outside of combat</i>	General		B
Open Character Sheet	General		C
Open Journal / Logbook	General		J
Open Map of Arizona	General		M
Open Backpack	General		
Dot Matrix Printer Drag <i>Click top of paper with Left Mouse Button and Drag Up / Down</i>			
Dot Matrix Printer Scroll	General		
Highlight All	General		Z

Dismiss CNPC Squad Member <i>View the Inventory Screen of the CNPC you want to dismiss and click on the Dismiss Button with the Left Mouse Button</i>	General		Left Mouse Button
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# CONVERSATION

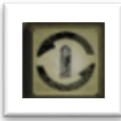
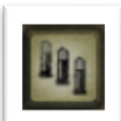
Select Keyword	Conversation		Left Mouse Button / Right Mouse Button
Manual Text Entry	Conversation		Type on Keyboard while in Conversation

## SKILLS





Assign Skill to Hotkey	Skills		Right Mouse Button on Hotkey and Select Skill
Use Skill from Hotkey	Skills		Numpad 1-6 / Left Mouse Button on Hotkey
Use Skill on Object	Skills		Left Mouse Button on Skill Target in World

# COMBAT

Select Attack Target	Combat		Left Mouse Button
Select Next Target	Combat		Tab
Show Grid	Combat		G
End Turn	Combat		Spacebar
Reload	Combat		R
Fire Mode	Combat		

# RADIO



<p>Levelling Up  <i>Yellow bar to left of Character Portrait indicates your Character's experience. When it is full call General Vargas to see if you are eligible for a promotion.</i></p>	Radio		
<p>Call Vargas  <i>Left click the Call Button on the Radio and you will gain additional CON and Survival Points to allocate on the Character Sheet</i></p>	Radio		Left Mouse Button

# WORLD MAP

Start Movement	World Map		Right Mouse Button
Stop Movement	World Map		Left Mouse Button
Interact with Point of Interest <i>Cache, Oasis, Settlement, Site</i>	World Map		Left Mouse Button / Navigate Nearby
Open Map of Arizona	World Map		M

## The Basics

1. Launch the Game
2. Select New Game from the Main Menu
3. Create a Squad of up to four (4) Desert Rangers from pre-mades, or
4. Roll-your-own Rangers
  - a. Assign Attribute Points to Attributes

- b. Assign Survival Points to Skills
  - c. You can spend up to 10 points in each Attribute or Skill, so choose wisely. You will not have enough points to obtain all skills
  - d. Skills are broken into three categories: COMBAT, KNOWLEDGE and GENERAL
  - e. Your custom Desert Rangers will arrive at Ranger Citadel with an appropriate weapon based on their highest COMBAT SKILL.
  - f. Additional Survival Points are earned with each Field Promotion and may be allocated to enhance an existing skill or learn a brand new one
  - g. Customize your Appearance, Portrait, Gender, Nationality, Religion, Smoking Preference and Biography.
  - h. Save your custom Ranger for future plays
5. When your Ranger Squad is complete select Play Game
  6. Speak with General Vargas about your first mission

## Skills

Once set, Attributes can only be enhanced by equipping special armor and trinkets you might stumble across during your travels through the Wasteland. Some Attributes can enhance specific Skills in addition to the combat bonuses they provide, and a handful of more advanced Skills and Skill Levels will only be available to Rangers with high values in certain Attributes.

Depending on the type of skill, it can be either passive or active. Generally, the descriptions will give you a sense of how each skill operates.

Passive skills will be checked in various situations. For example, Barter will globally reduce prices on goods you buy and give you better return rates for goods you sell. Active Skills need to be used in the specific situations to succeed in the skill check.

The hotkey bar on the bottom of the screen is unique to each party member and will contain any active skills you've trained in.

Many skills work on a relative difficulty system. The difference between the skill level of your character and the skill check of the obstacle is shown on screen. You'll gain experience for successful skill uses and higher obstacle checks will yield more experience.

Conversational Keywords Skills are only used when in a conversation with an NPC. They will be active if your characters skill level is higher than the skill check. You can select different squad members to reply by selecting them from the party list during a conversation and the available Conversational Keyword Skill options will update to match the newly-selected squad member.

## Movement

Movement is defaulted to party movement. Right clicking in the world will cause your party to run to that location. You can change the movement mode to "individual" by hitting the spacebar or selecting the group/individual button on the HUD. Sometimes it is necessary to split up your party to complete difficult objectives or to set up for fights.

In party movement, you will have a leader selected for the group. Their portrait on the party list is larger than the rest. This is the party members whose skills are currently “active” and can be seen on the hotkey bar. They will also be the first to enter into conversations when you click to talk.

## Companion NPCs

You will find companions throughout the Wasteland. Some will ask to join while others you’ll need to convince. You can have up to 7 party members at any one point. To remove a CNPC squad member, you click on the Dismiss Button in that squad member’s inventory screen.

# RECOMMENDED SPECS

*These will change over the course of development as we optimize the game.*

Windows 7/8

3.0 GHz i5

8 GB RAM

Direct X 9.0c Compatible Video Card

1GB VRAM

Direct X Compatible Sound Card

20 GB HD Space