



KEY BINDINGS

W,A,S,D - *Movement keys*

RIGHT-CLICK - *Aim*

LEFT-CLICK - *Fire / Attack*

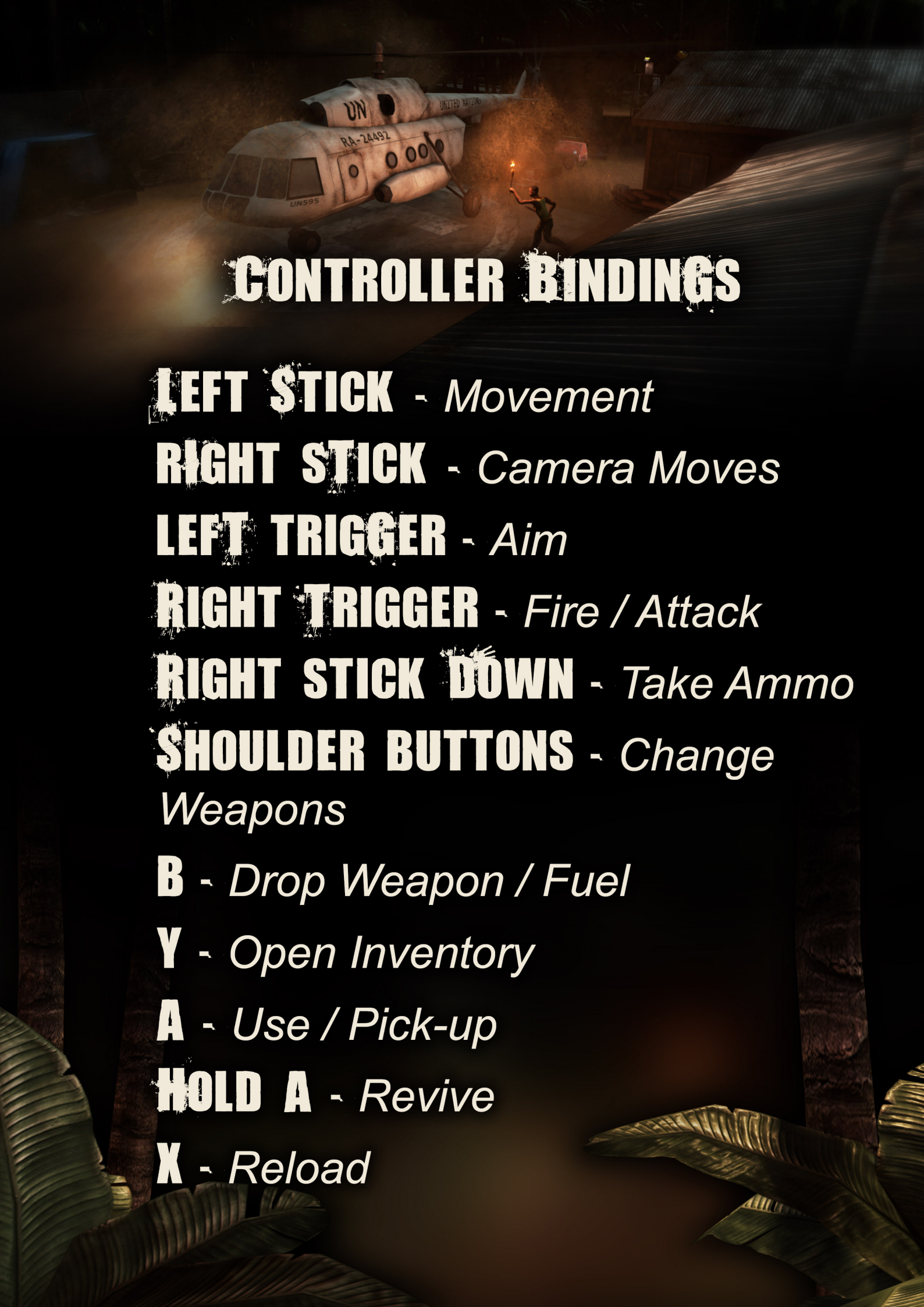
F - *Drop Weapon / Fuel*

G / I - *Open Inventory*

E - *Use / Pick-up*

T - *Take Ammo*

R - *Reload (Hold to Revive)*



CONTROLLER BINDINGS

LEFT STICK - *Movement*

RIGHT STICK - *Camera Moves*

LEFT TRIGGER - *Aim*

RIGHT TRIGGER - *Fire / Attack*

RIGHT STICK DOWN - *Take Ammo*

SHOULDER BUTTONS - *Change Weapons*

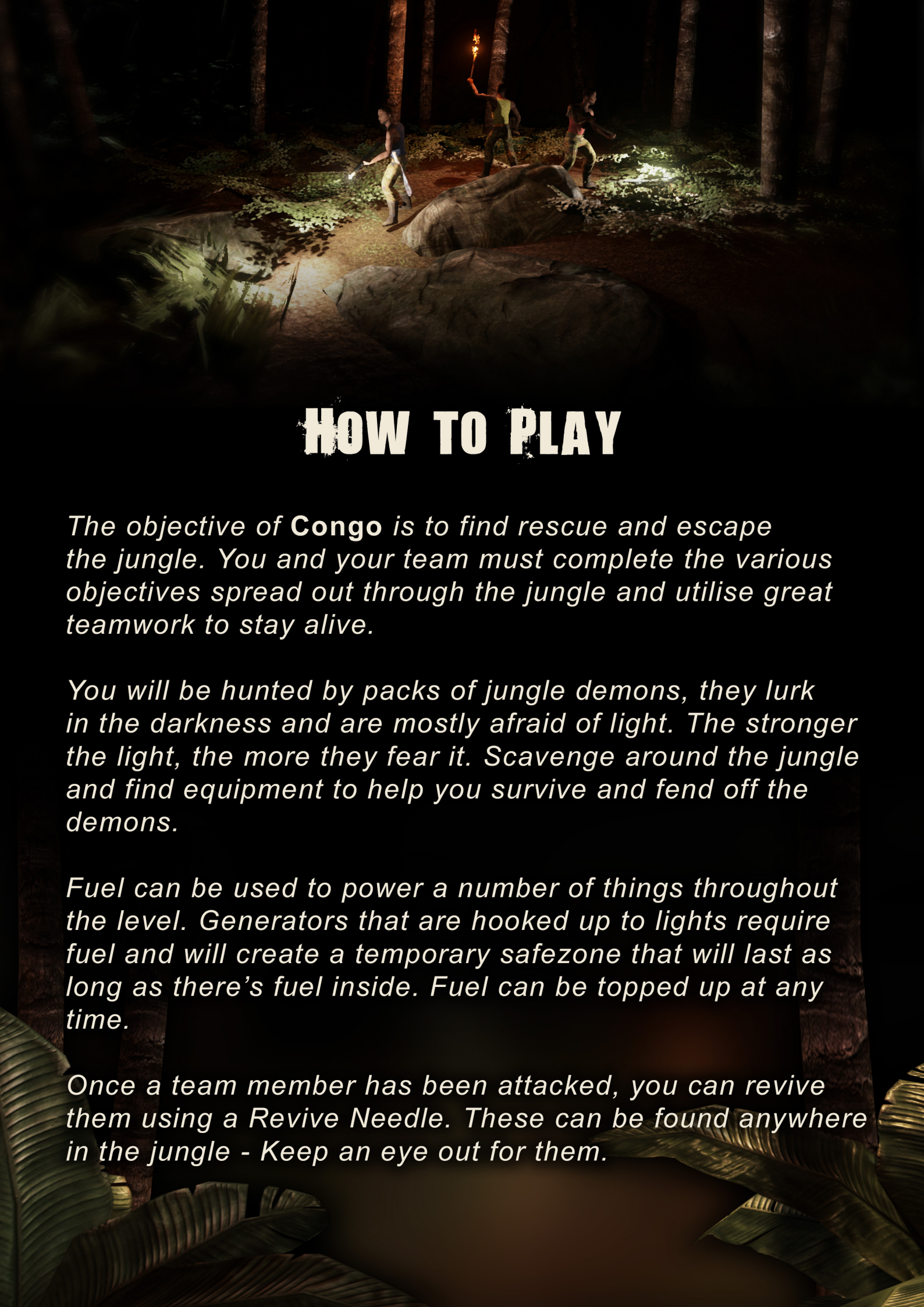
B - *Drop Weapon / Fuel*

Y - *Open Inventory*

A - *Use / Pick-up*

HOLD A - *Revive*

X - *Reload*



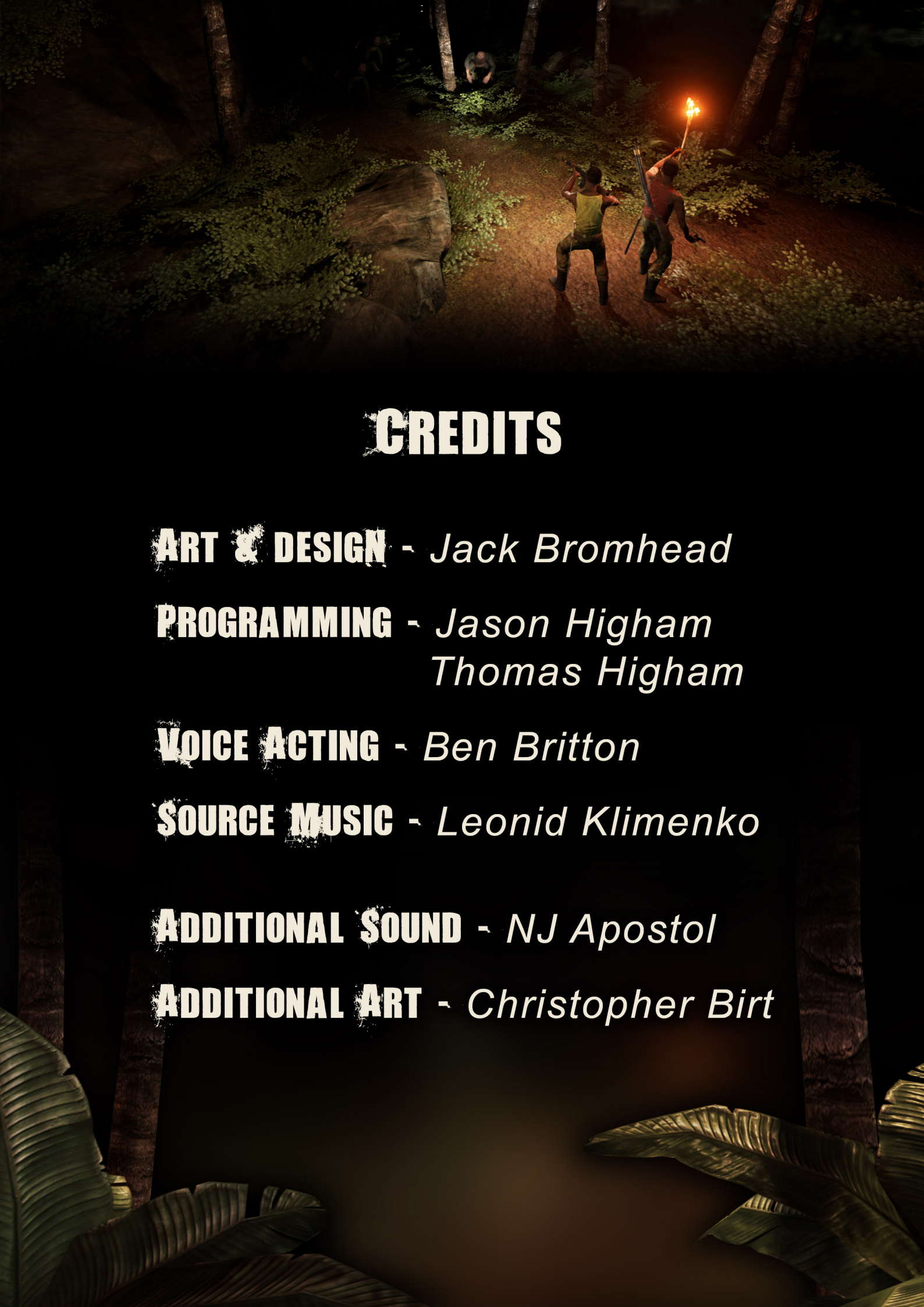
HOW TO PLAY

*The objective of **Congo** is to find rescue and escape the jungle. You and your team must complete the various objectives spread out through the jungle and utilise great teamwork to stay alive.*

You will be hunted by packs of jungle demons, they lurk in the darkness and are mostly afraid of light. The stronger the light, the more they fear it. Scavenge around the jungle and find equipment to help you survive and fend off the demons.

Fuel can be used to power a number of things throughout the level. Generators that are hooked up to lights require fuel and will create a temporary safezone that will last as long as there's fuel inside. Fuel can be topped up at any time.

Once a team member has been attacked, you can revive them using a Revive Needle. These can be found anywhere in the jungle - Keep an eye out for them.



CREDITS

ART & DESIGN - *Jack Bromhead*

PROGRAMMING - *Jason Higham*
Thomas Higham

VOICE ACTING - *Ben Britton*

SOURCE MUSIC - *Leonid Klimenko*

ADDITIONAL SOUND - *NJ Apostol*

ADDITIONAL ART - *Christopher Birt*