

ORPHAN

GAME PROGRAM INSTRUCTIONS



Windy Hill

2DIMENSIONS

Moving Around



Duck (Right Shoulder)

Press down while ducking to go prone.

Roll (Right Trigger)

Use the roll to dodge enemy attacks.

Walk/Run

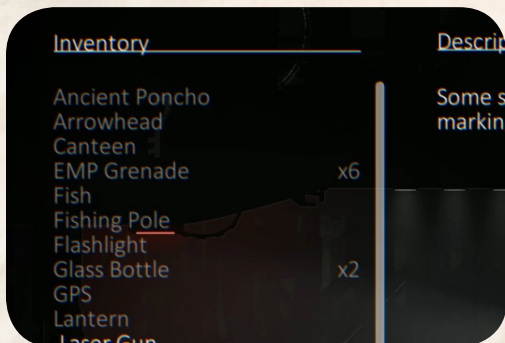


Interact/Inspect

Use to inspect, interact or pick up objects when you see the  icon.

Jump

Inventory



Inventory/Menu

Open a list of all the items obtained on your journey as well as other menu options.



Equipment Quick-Select

Use the D-pad to quickly access equippable items like lights or weapons.



Saving / Camping



To save progress, use the Tent from the Inventory menu. Once the tent has been set, **use the Campfire to save progress.** A tent can only be used on level ground and in areas where no enemies are present.

Regaining Health



Drink from the Canteen to refill your health. The canteen can be refilled at any source of water.

Stealth



Visibility

Reduce your profile or hide behind objects to reduce your visibility to enemy characters.

Noise

If enemies hear you they may begin to look for you. Actions like running and jumping cause more noise while walking slowly or sneaking is quieter.

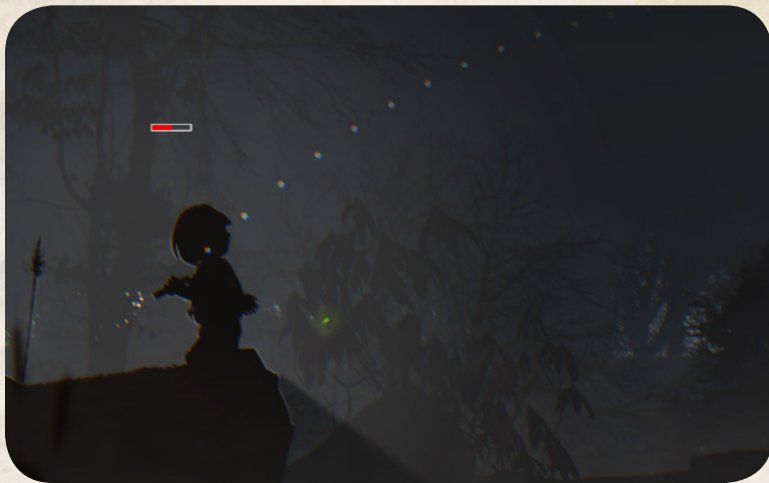


Sneak (Right Shoulder)

Hold to lower your profile and walk more quietly. Press **down** at the same time to go prone and hide in tall grass or behind rocks.



Throwing Objects



Hold Position (Left Trigger)

Press to prevent player from moving to make aiming easier.

Throw

Hold down and then aim with the left stick. Release to throw.



Guns



Lasersight (Left Trigger)

Stand in place and activate the gun's lasersight for precise aiming

Attack



Shield

Activate a protective shield. Each gun has a unique shield.



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