

Unreal II: The Awakening

Menu Esc	F1	F2	F3	Objec- tives F4	Quick Save F5	F6	F7	Quick Load F8	Screen Shot F9	Gamma F10	Bright- ness F11	Contrast F12	Druck	Rollen	Pause Pause
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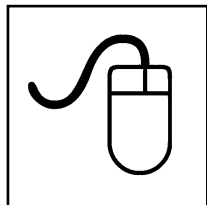
Console ° ^`	Weapon 1	Weapon 2	Weapon 3	Weapon 4	Weapon 5	6	7	8	9	0	? _ ß -	' + ' =	←	
Send Event Type Tab	Lean Left Q	Forward W	Lean Right E	Reload R	T	Z	Y	U	I	O	P	Previous Weapon [Next Weapon)	
Caps	Strafe Left A	Back S	Strafe Right D	Use F	G	H	J	K	L	Ö ;	Ä ' ,	#	Use Enter	
Walking Shift	> < \	Y	Z	X	Duck C	V	B	N	M	Strafe Left ,	Strafe Right .	- ? - /	Shift	
Duck Strg	Alt	Jump										AltGr	Strg	

Einfg	Camera Align Pos1	Look Up Bild ↑
Entf	Center View Ende	Look Down Bild ↓

	Forward ↑	
Strafe Left ←	Back ↓	Strafe Right →

Num	/	*	-
7	8	9	
4	5	6	+
1	2	3	
0	.	Enter	

deutsches Tastaturlayout / english keyboard layout



- Move:** Look Around
- LMB:** Fire
- RMB:** Alternate Fire
- Wheel:** Select Weapon

more keyboard layouts:
keycard.mogelpower.de