

# HALF LIFE 2

## MOVE

(forward, left, backwad, right)



shift

## RUN & SLOW TIME

(slow time if smoothness > 50%)

space

## JUMP

## PAUSE / EXIT

(exit game from the main menu)

esc

## USE, PICKUP, OPEN DOOR

E

R

## RELOAD

(you automatically reload when the gun is empty)

A

S

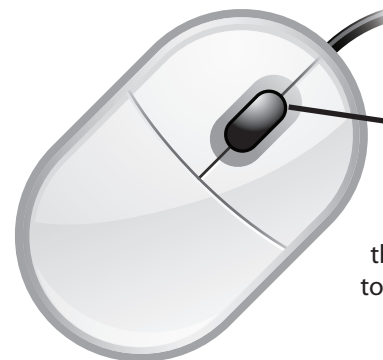
D

F

## FLASHLIGHT

## FIRE

(left button fires, right button fires grenade if available for weapon)



## CHOOSE WEAPON

(turn scroll wheel, then left button click to select new weapon)

## TURN

(move mouse left/right to turn)

## CHOOSE WEAPON

1

CROWBAR

2

PISTOL

3

MACHINE  
GUN

4

SHOTGUN

5

GRENADE /  
ROCKET  
LAUNCHER

(some large creatures are only hurt by rockets)

6

BUG BAIT  
(controls bugs if present)

## INSTRUCTIONS

Click "new game" once Half Life 2 is loaded. Each level is marked Easy, Medium, or Advanced. Choose a level based on your ability, then click "Start new game" to begin. If you get stuck, or want to change levels, press the "Escape" (Esc) key then click "new game" to play a new level.

After playing for 10 minutes you will be switched to feedback mode. In feedback mode you will see heart rate graphs on the bottom of the screen. If your heart rate is smooth your health will constantly regenerate and you can slow time by pressing the shift key. If your heart rate is uneven the screen will flash red and your health will lower.

Only certain levels are designed to work with feedback, so when you complete a level and see "Loading..." it is recommended to then press Esc and click "new game" to play a new level.