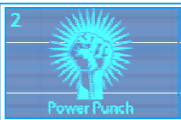

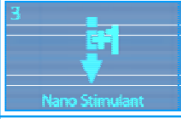













DISMANTLE REPAIR

Command	Action
W	Move forward
S	Move backwards
A	Move left
D	Move right
C	Change Class (at monument or tower)
Left Mouse Button	Fire/Activate/ Download
Right Mouse Button	Upload
Mousewheel Up	Previous Ability
Mousewheel Down	Next Ability
Spacebar	Jump
Tab	Overhead Map View
ESC	Quit Game
R	Respawn
1... 2... 3...	Class Ability #1, #2, #3
F	Change selected block
Page Up	Change current block (during upload)
Page Down	Change current block (during upload)

	Mega Punch!		Delayed Uber Punch!
	Free Download!		Trap Blocks!
	Invincible!		Light them On Fire!
	Time Bomb!		Delayed Big Laser!
	Revive Teammate!		Speed Boost!
	Drop A Landmine!		Confuse Enemy Controls!
	Speed Trap!		Increase Download Time!

GOAL

Download objects in the world to create blocks to stack on your team's tower base. The first team to build a five-story tower wins.

DOWNLOADING/UPLOADING

- ⇒ To **download** an object, aim the reticule at it and **hold down** the **Left Mouse Button**.
- ⇒ To **upload** a block that is in your databank, aim the reticule at the intended location, **hold down Shift**, then **Left Click**. (You may need to back up if you are too close.)

TOWER BUILDING

- ⇒ Building blocks have **weight** (look in the lower left corner of the screen), and too much weight will collapse your tower (watch the upper right corner of the screen.)
- ⇒ Once you build a floor on your tower a **teleporter** activates to take you to it. (Look for the corresponding **number of lights** on the tower base.)
- ⇒ There is a *30 minute timer* that starts once the mission begins, try to finish your tower before time runs out... **if nobody wins, everyone loses.**

CLASSES and ABILITIES

- ⇒ To select class abilities, use the **scroll wheel** or the **number keys**. To use the ability, click the **right mouse button**. (To charge an ability, hold down the **right mouse button**.)
- ⇒ Keep an eye out for objects with **glowing white icons**. They can be downloaded into class blocks and uploaded to class monuments.
- ⇒ To **change classes**, approach a class monument that has a class block uploaded and press the **C key**.
- ⇒ Class monuments are **glowing white and silver hexagonal platforms** located around the map. Once **captured** by a team, they can be identified by the glowing **green or red column**.

DISMANTLE REPAIR