

FRAG GROUNDS

EARLY ACCESS

Game Guide

v1.2



1. Controls

At the present time, the control scheme is designed for keyboard and mouse, gamepads aren't fully supported.

Movement:

Move forward – **W**

Move backward – **S**

Move Right – **D**

Move Left – **A**

Jump – **Spacebar**

Crouch – **Left control**

Prone – **C**

Sprint – **Left Shift**

Handbrake - **Spacebar**

Action:

Interact – **E** (some actions may require holding the button down for a specific amount of time)

Chat – **Enter/Y**

Team chat - **U**

Scoreboard – **Tab**

Store – **B**

Weapon customization – **X**

Melee – **V**

Quick menu – **Escape**

Thermal vision on/off (robots) – **N**

Zoom while aiming down sights (robots) – **C**

Map (currently only works in Conquest mode) – **M**

Vehicles:

Handbrake - **Spacebar**

Change camera – **C**

Lights on/off – **L**

Change to driver seat – **1** (may not work if you're not the owner of the vehicle)

Man turret – **2**

Change camera distance from vehicle – **Mouse wheel scroll**

Weapons:

Aim weapon/fire secondary vehicle weapon (if applicable) – **Right mouse button**

Fire weapon/fire vehicle primary weapon (if applicable) – **Left mouse button**

Throw grenade – **G** (hold to cook grenades and throw them further)

Change fire mode – **Middle mouse button**

Reload – **R**

Toggle primary/secondary weapon – **1, 2, mouse wheel up/down**

Select extra equipment - **3**

2. Game modes

Currently, there are 6 game modes. Players can vote for maps and game modes they want to play. The server will randomly select 3 maps and 3 game modes.

Team deathmatch – First team to reach the 30 frag goal wins. If neither team has reached the goal by the end of the round, the team with the more points will win.

Deathmatch – Players compete for the 25 frag goal in a free-for-all setting.

Capture the flag – Players must take and capture the opposing team's flags. First team to reach 10 captures, or the team with the most captures at the end of the round wins.

Conquest – In this game mode, team A (defenders) must destroy the enemy's main bunkers and capture and control any other neutral spawn points (bunkers).

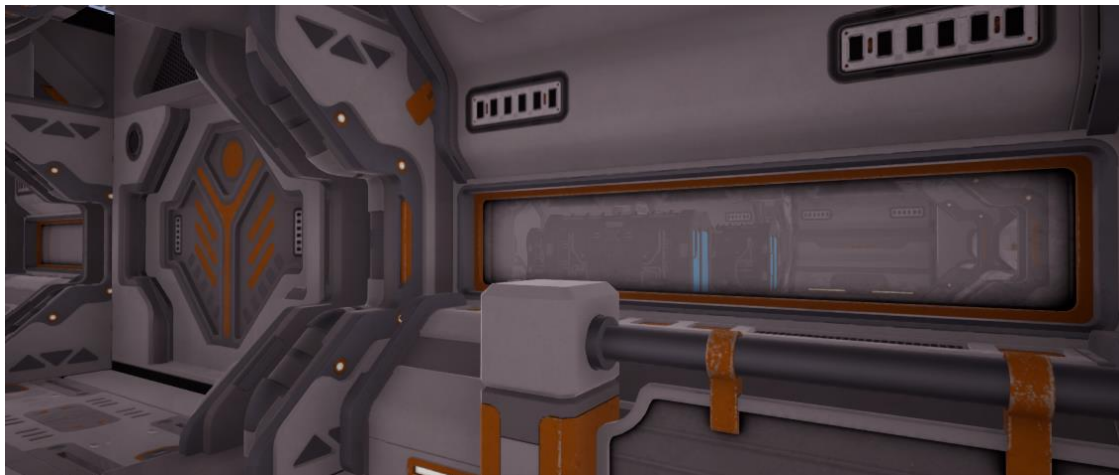


a bunker in team B's base

Team B (rebels) must obliterate the enemy base by destroying power generators contained within a secret, underground facility located near the enemy's base. In addition to missile turrets, the facility is protected with sturdy blast doors which will need to be destroyed using explosives and artillery rounds.



Door to the underground facility



Generator room

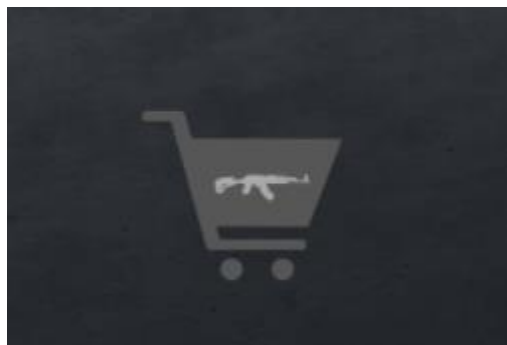
The first team to reach its individual objective wins. If neither team achieves the goal, the team whose main base suffered the least amount of damage wins.

Players must arm themselves with powerful weaponry and vehicles in order to lead their team to victory. All players start with only a sidearm, and must capture objectives and kill enemies to gain store points which can be used to buy weapons, equipment and vehicles.



Your team will need to capture energy sites to construct vehicles.

Stores: Most facilities will allow you to purchase much needed weapons, ammo and other equipment once captured by your team.



When you see an icon like this one, press the **Store** key (default **B**) to bring up the store window.



Based on the type of facility you're in, the choices of the available tabs on the top of the screen will be different.

When you purchase a vehicle, you will not be able to buy another one until a two minute delay has passed. The timer will show up below the vehicle's description.

Robot team deathmatch (game A) – The rules are the same as in regular team deathmatch, but one team consists of robots and the other one of humans.

Robot deathmatch – Players compete for the 25 frag goal as robots.

Robots are faster and tougher than humans, but don't have the ability to regenerate lost health. They can also zoom in on their target while aiming down sights, and switch to thermal vision (which drains their battery).

3. Weapons



Unless the game mode dictates different, players will spawn with their selected primary and secondary weapon, as well as one explosive. Weapons are unlocked by reaching new experience levels, and experience points are gained by killing enemies and fulfilling the game's objectives.

Fire modes - Some weapons (rifles) have a changeable fire mode (full-auto or semi-auto). Use the full-auto mode for maximum firepower, or the semi-auto mode for a more steady and controlled fire.

Extra equipment - Some game modes may not allow players to use every single weapon in the game. These weapons are considered extra equipment (or tertiary weapons) and must be bought at an appropriate facility using store points, which is not possible in some game modes. Occasionally however, weapons can be found somewhere within the levels.

Extra equipment includes rocket launchers, claymore mines and anti-vehicle mines. Both types of mines can be planted almost anywhere.

Explosives – If you have enough experience points, you can choose between 3 types of explosives:

- frag grenades – The most common type of explosive in the battlefield, this fragmentation grenade will damage all nearby players, vehicles and other destructibles within its effective range.
- smoke grenades – Those do not deal any damage, but can be used to create a screen of smoke which will hide you and your teammates from the enemy.

- **C4** – The C4 is a sticky explosive device which will attach itself to the surface it hits and explode after a short delay. It cannot be cooked and thrown as far as the other explosives.

Attachments – Press the weapon customization button (X) to open up the customization menu. You will see your owned attachments, as long as they are compatible with the current weapon. Secondary weapons cannot be customized, as well as some select primary weapons. Not all weapons share the same amount of compatible attachments.

Gain experience or store points to unlock/purchase attachments.

You can choose between different sights and scopes, muzzle attachments and a foregrip or a flashlight. The following attachments affect the weapon's performance:

Muzzle brake – Reduces the vertical recoil.

Flash hider – Makes the muzzle flash less visible.

Suppressor – Makes firing quieter.

Foregrip – Reduces horizontal recoil.

4. Perks

All non-robot characters may benefit from a chosen perk. Perks are unlocked by gaining new experience levels, and they offer various advantages and abilities:

- Faster running – Offers increased sprinting speed.
- Extra ammo – Gives an additional primary ammo magazine.
- Extra explosive – Lets the player carry an additional explosive.
- Ammo recovery – Retrieved magazines from dead players are always full.
- Hip-fire – Decreased weapon spread while shooting from the hip.
- Faster reload – Reload all weapons faster.
- ADS mobility – Allows the player to move faster while aiming down sights.
- Faster regeneration – Regenerate lost health faster.
- More HP – Gives extra hit points.

5. Reporting bugs

If you encounter any bugs that affect gameplay (such as game-breaking bugs) please report them by sending a description of the error, optionally including screenshots and videos, as well as steps needed to recreate the error (if it's not random) to this email address: support@mediocrityinteractive.com, or visit: www.mediocrityinteractive.com/contact and use the supplied contact form.