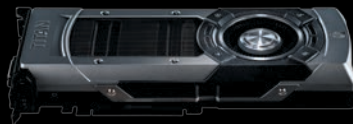# METRO
LAST LIGHT

4A GAMES ™

DEEP SILVER

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Precautions during use:
Do not sit too close to the monitor. Sit as far as comfortably possible.
Use as small a monitor as possible.
Do not play when tired or short on sleep.
Make sure that there is sufficient lighting in the room.
Be sure to take a 10-15 minutes break every hour.

TABLE OF CONTENTS

WELCOME TO METRO LAST LIGHT

It is the year 2034.

Beneath the ruins of post-apocalyptic Moscow, in the tunnels of the Metro, the remnants of mankind are besieged by deadly threats from outside – and within.

Mutants stalk the catacombs beneath the desolate surface, and hunt amidst the poisoned skies above. But rather than stand united, the station-cities of the Metro are locked in a struggle for the ultimate power, a doomsday device from the military vaults of D6. A civil war is stirring that could wipe humanity from the face of the earth forever.

As Artyom, burdened by guilt but driven by hope, you hold the key to our survival – the last light in our darkest hour…

IMPORTANT TIPS

Military Grade Ammo

The currency in *Metro: Last Light* is 'Military Grade Ammo'. This can be fired for extra damage but it is usually a better idea to save it for buying new weapons and ammo.
If your gun is loaded with military grade ammunition the icon below will appear in the top right corner of the screen.

Compass

Holding M brings up a compass in the bottom right corner of the screen. The green arrow shows the way to your next objective.

Watch

While outside, the watch on your left wrist shows how long you have until your gas mask filter needs to be replaced. If this gets to 0 you will hear an alarm and you must replace your filter by pressing T.

Weapon Attachments

Each weapon in the game can be modified with certain extra attachments, for example sights, silencers, etc. This is done in gun shops. Not all attachments can be fit onto all weapons.

GAME CONTROLS

Default controls can be customised in Options > Controls > Keyboard

DEFAULT GAME CONTROLS

Move	W,A,S,D
Sprint	Shift
Look	Mouse
Melee Attack	V
Fire	LMB
Aim/Alt Fire	RMB
Throw (Throwing Weapons)	C
Jump	Space
Crouch Toggle	Y
Crouch	Ctrl
Use /Interact	E
Reload	R
Change Weapon	[,] or Mousewheel
Select Weapon	1,2,3
Journal/Compass	Hold M
Lighter	M
MedKit	Q
Pneumatic Pump (Pneumatic Weapons)	Hold R
Universal Charger	Hold F
Light	F
Night Vision	N
Gas Mask	G
Change Gas Mask Filter	T
Menu	Esc

Weapons Inventory	HOLD TAB

Change Ammo Type (Automatic weapons only)	R
Throwing Knife	Mouse Forward
Incendiary Grenade	Mouse Right
Claymore	Mouse Backward
Grenade	Mouse Left

MENUS

MAIN MENU

New Game
Start a new story from the very beginning. After selecting NEW GAME you may choose from three difficulty settings: Easy, Normal or Hardcore.

Continue
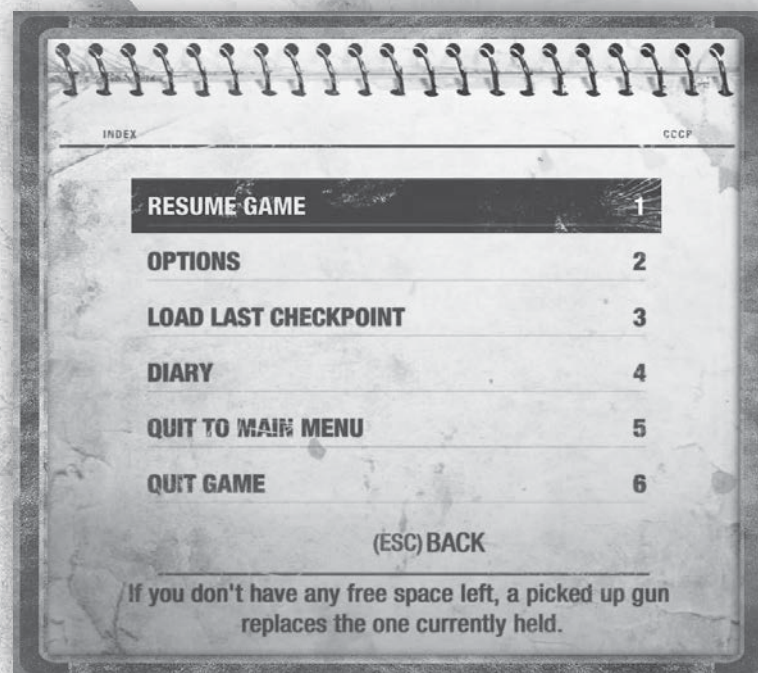Jump back into *Metro: Last Light* and continue from your previously saved checkpoint.

Chapters
Access the CHAPTERS menu to be able to load previously played levels from their beginning.

Options
Select the OPTIONS menu to adjust controls, sound, and game settings.

PAUSE SCREEN

INDEX	CCCP
RESUME GAME	1
OPTIONS	2
LOAD LAST CHECKPOINT	3
DIARY	4
QUIT TO MAIN MENU	5
QUIT GAME	6

(ESC) BACK

If you don't have any free space left, a picked up gun replaces the one currently held.

Resume Game
Select RESUME GAME to return to gameplay.

Options
Access the game's OPTIONS menu.

Load Last Checkpoint
Select LOAD LAST CHECKPOINT to return to the last saved Checkpoint. All unsaved data will be lost.

Diary
Select DIARY to view your character's notes and storyline diary.

Quit to Main Menu
Select this option to end your current game and return to the MAIN MENU.

Quit Game
Select this option to end your current game and return to the operating system.

OPTIONS

Sound
Access the Sound menu to adjust in-game volumes.

MASTER VOLUME: Adjust the Master Volume for the game. Master Volume affects all sound within the game.

MUSIC VOLUME: Adjust the Music Volume for the game. Music Volume only affects the music within the game.

Game Options
Within Game Options, you can customize certain aspects of the game experience.

CROSSHAIR: Turn the Crosshair ON or OFF.

SUBTITLES: Select to turn ON or OFF the in-game subtitles.

HINTS: Turn the onscreen hints ON or OFF.

ADVANCED PHYSX: Toggle advanced PhysX on or off.

DIFFICULTY: Change the game difficulty level.

TEXT LANGUAGE: Change the language of the subtitles.

GAMMA: Adjust gamma correction. This affects the brightness of light and dark areas of the screen. Use the directional buttons to move the slider.

Controls
Access the Controls menu to personalise *Metro: Last Light's* controls to fit your play style.

KEYBOARD: Change the key mappings for different game functions.

CONTROLLER: Configure controls for a console style controller

MOUSE: Change the mouse settings.

Sensitivity: Adjust overall mouse sensitivity.

Invert Y Axis: Inverts the Y axis of the mouse so that forward is down and backward is up.

Video
RESOLUTION: Change the preferred screen size.

QUALITY: Increases the overall graphics quality including shadows, lighting and particle effects.

SSAA: Increasing the anti-aliasing will smooth out edges, but will decrease performance.

DIRECTX: Choose your version of DirectX.

TEXTURE FILTERING: Raise for better graphic quality. Lower for better performance. Check your video card information for recommendations.

MOTION BLUR: Set the level of motion blur.

VSYNC: Turn vertical synchronization ON or OFF.

TESSELATION: Increases the amount of polygons on nearby objects to create advanced geometries.

USE DEFAULTS: Set all graphic settings to their default values.

JOURNAL AND LIGHTER

With his trusty Journal and Lighter, Artyom is able to find his way through the underground tunnels and passageways. Use both the Journal and Lighter to help find your way towards objectives. Hold M to equip the Journal and Lighter and then press RMB to open the Journal. Press M at any time to use the lighter.

Journal
The Journal is one of Artyom's most essential survival tools. The Journal carries a detailed breakdown of mission objectives as well as a Compass on its top-left side. Artyom can use the Compass to orientate himself in the underground mazes. The Compass points Artyom in the direction of his objective.

Lighter
With the Lighter lit, Artyom is able to illuminate objects that are close by.
However, the Lighter's glow can be seen by others and may give away Artyom's location.

SPECIAL EQUIPMENT

Nightvision
The Nightvision provides Artyom with a means to see in dark places. Nightvision has the distinct advantage of allowing Artyom to see in the dark, without giving away his position like a flashlight would. Don't forget, however, to take it off in bright locations where the Nightvision actually makes it harder to see, and make sure to keep the batteries charged by using the Universal Charger.

Gasmask
Many places, especially on the surface, require Artyom to use a Gasmask for survival. If Artyom starts to choke, put on the mask to keep Artyom safe. The Gasmask requires filters to purify the air and will only work as long as its filters are clean. Artyom can check his watch to see how much time he has left on his equipped Gasmask filter. If Artyom's filters run out, then the Gasmask becomes covered with mist and Artyom begins to suffocate if he does not leave the area in time. When Artyom's filtered breathing quiets, this is an indication that the air might be safe to breathe and the mask may be removed. It is important to only use the mask when necessary to conserve filters. When attacked, Artyom's mask can get damaged and eventually break. Artyom will need to find a new mask if it breaks, so watch out for cracks!

Medkit
Medkits can be used during the heat of a battle to quickly restore 100 percent of Artyom's health and boost his regeneration rate for several seconds. Medkits can be found in the wastelands, underground, or purchased from station stores.

Flashlight

Artyom's Flashlight can light up even the darkest of places. The Flashlight has an infinite source of energy and creates a directed beam of light in front of Artyom. The Universal Charger can be used to make the Flashlight brighter for a limited amount of time. The Flashlight does have a downside, however, in that it makes Artyom instantly more visible to nearby enemies.

Universal Charger

The Universal Charger can be used to recharge Artyom's electric gear, such as his Flashlight and Nightvision. Hold F to equip the Universal Charger and then rapidly press LMB to build up a charge. Artyom is extremely vulnerable while charging, so make sure that he is in a safe area before using the Universal Charger.

Watch

The blue bar on Artyom's watch is a Lightmeter which is used to define the level of light. It glows when light is shining on it and stays dark when in shadows. If Artyom is well hidden within the shadows he is able to move past certain enemies without detection.
The watch also has a timer which counts down when Artyom is wearing a gas mask, showing how many minutes and seconds of use are left in the filter.

AMMUNITION

Within *Metro: Last Light*, there are several types of ammunition to be found, each with their own distinct properties and uses. Resources are scarce in the post-blast world, so make sure to use your bullets wisely.

Dirty Ammo

Dirty ammo can be found or bought throughout the world and is your standard, run-of-the mill munitions. Dirty rounds cannot be used as currency and offer no bonuses to damage or accuracy. To create the Dirty ammo, powder is mixed with "fillers" that lower their power, but allow more bullets to be made from a single Military Grade bullet. There are several types of dirty ammo in the game, for the different types of weapon.

Military Grade Ammo

Military Grade ammo comprises military-issue bullets, made before the blast. They are pure and untampered with, and when used within weapons, they offer greater damage than Dirty ammo. Military Grade ammo is also used as currency within the world, so Artyom must make a choice between using the higher-grade bullets and saving them to purchase better equipment. Military grade ammunition cannot be used in all guns, it is mainly usable in assault rifles and SMGs.

BASIC WEAPONS AND ATTACHMENTS

WEAPONS

This is not a complete list of all the weapons in the game, but it lists the weapons that can be purchased in stores. There are other very powerful weapons to be found during play but these are rare.

Knife

Artyom's knife is a highly efficient killing tool in close combat.
Use the Knife when enemies are close and ammo is of the essence.

Pistols
- **Revolver -** A simple and reliable weapon produced in the Metro. Has great stopping power but kicks like a mule.
- **Lolife -** A makeshift semi-automatic pistol, the Lolife is quite capable and highly customisable.
- **Ashot -** This pistol, mass-produced in the Metro, is, despite being quite primitive, a powerful weapon that shines in close-combat. Uses shotgun shells.

Shotguns
- **Duplet -** The 12-guage shotgun is one of the best close combat weapons ever. A blast from both of its barrels can kill almost any mutant on the spot.
- **Shambler -** This revolving shotgun is very effective at close range and stays so even at medium range, but it takes quite some time to fully reload.
- **Saiga -** This pre-war automatic shotgun is very reliable and has a high rate of fire, which makes it a great weapon for dealing with packs of mutants.

SMGs
- **Bastard -** This makeshift SMG has a high rate of fire which makes it overheat and jam rather rapidly, hence the weapon's name.

Assault Rifles
- **Kalash -** Classic pre-war assault rifle. Despite being very common, it is held in high regard in the Metro due to its reliability and performance
- **Kalash 2012 -** At the start of World War 3 this was the best assault rifle used by the army. It is extremely sought after in the Metro due to its great performance.
- **VSV -** An accurate and powerful assault rifle good for medium range combat. Its somewhat low muzzle velocity translates into lower noise and faster bullet drop.

Rifles
- **Valve -** This rifle, made in the Metro by skilled gunsmiths, is extremely accurate and powerful. A truly great long distance weapon.
- **Tikhar -** A makeshift air gun, surprisingly silent and accurate. Over-pressurising its tank increases power, but the extra pressure vents before long.
- **Helsing -** A silent, revolving air gun that shoots metal bolts. Over-pressurising the tank increases power, but the extra pressure vents before too long.

Throwing Weapons
- **Throwing Knife -** Use the Throwing Knife to take out nearby enemies silently. The Throwing Knife requires a bit of practice to master, but is a deadly tool in Artyom's arsenal. Throwing Knives do have a downside, however, in that they have a limited range and may not kill at a distance, so be careful. Throwing Knives can be retrieved from bodies after they have been thrown.
- **Grenade -** These makeshift pipe bombs can be a lifesaver in sticky situations; however, they can just as easily put their user in immediate danger.
- **Incendiary Grenade -** This primitive incendiary device, little more than a bottle filled with gasoline, is still a dangerous weapon if employed skilfully.
- **Claymore -** This makeshift, directional, anti-personnel shrapnel mine is completely inferior to its pre-war counterpart but is still indispensable in the narrows.

ATTACHMENTS/MODIFICATIONS

Weapons can be modified and upgraded by attaching certain modifications to them in stores. Each one changes the characteristics of the weapon. Not all attachments can be added to a given weapon, each weapon has its own subset of allowed attachments. This is not a complete list of all weapon attachments in the game but covers most of the basic equipment found in the game.

Sights
Reflex Sight
This pre-war sight makes aiming the gun at close and medium range easier, without sacrificing much of the field of view.

IR Sight
A piece of pre-war military tech, this Night Vision sight allows for precisely hitting targets in the dark.

X2 Telescopic Sight
This makeshift sight has poor quality optics but offers enough magnification for precision sniping.

X4 Telescopic Sight
This sniper sight allows for easy target acquisition and aiming at extremely long range, but limits the field of view considerably.

Laser Sight
A pre-war laser sight facilitates aiming the weapon at close range, making precise snapshots easy to achieve. Can be used in conjunction with other sights.

Barrel Modifications
Silencer
Hides the muzzle flash and muffles the shots, decreasing spread at the same time. Projectile speed is also decreased leading to more damage falloff.

Extended Barrel
Increases accuracy at medium and long range, but makes the weapon bulkier and heavier. Makes shotguns more efficient at medium and long range by tightening buckshot spread pattern.

Flash Suppressor
Reduces recoil, improving accuracy; eliminates muzzle flash which can be quite blinding in the dark of the tunnels.

Extra Barrels (Duplet Only)
Increases the Duplet's firepower two-fold, enabling it to fire two to four shells at once, which leads to correspondingly increased recoil.

Other Modifications
Stock
The anatomic stock makes the gun easier to control, which is especially welcome with fully automatic weapons.

Stock (spring-loaded)
The spring-loaded stock created by the smithy's gun wizards effectively compensates for recoil, increasing the gun's accuracy.

Stock + Forend
The stock and forend installed on a pistol essentially turn it into a short barrel carbine, reducing recoil and increasing accuracy greatly.

Extended Magazine
The extended magazine allows for longer sustained fire without reloading but makes the weapon much more cumbersome.

Airtight Valve (Pneumatic weapons only)
The air bottle fitted with this high-quality valve of pre-war make does not leak air even when over-pressurised.

Heat Sink (Bastard only)
Fixes the bastard gun's main problem – its tendency to overheat – by siphoning waste heat off its barrel via thin longitudinal metal fins.

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If you cannot find what you are looking for in the FAQ section, then please find contact details below or call the following numbers:

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Available: Mon - Fr 11am - 7pm.
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Available: Mon - Sun 9am - 12pm

Address: Koch Media Ltd., Technical Support,
The Bullpens, Manor Court
Herriard - Hampshire - RG25 2PH

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• Exact error message if any.
• Steps taken to reproduce the error/fault.
• Details of programs running at time of fault, including anti-virus and firewall applications.
• Most importantly, email us a DirectX Diagnostic report. Do this by following the below instructions:
Click the START button on your Windows task bar, and then click RUN and type dxdiag in the box that opens. The DirectX diagnostic toolbox should automatically run. This tool details your whole system and the details can be dumped to a log file by clicking on the "Save All Information" button at the bottom. This will save a text file called "DxDiag", which you can just attach to any email correspondence.

This information will best assist us in resolving your query as quickly as possible.