


# Controls

### Quickbuttons
### (Only works in game start screen)

| | |
|---|---|
| Control/CTRL | = Quickload from the latest savefile |
| Spacebar | = Quick start game from intro cutscene |

### Global

| | |
|---|---|
| Escape | = End Game |
| Delete | = Restart Game |
| Tab | = Fullscreen |

# Movement

(The gamepad and keyboard legend can be found when you open the equipment menu and press M on the keyboard or Select on the gamepad)

KEYBOARD

| | |
|---|---|
| Move | = WASD |
| Jump/Accept | = K |
| Attack/ | = J |
| Dash(Upgrade)/Cancel | = L |
| Open Equipment Menu | = U |
| Open Ring Menu | = M |
| Backdash | = O |

## Gamepads

### XBOX

| | |
|---|---|
| Move | = DPAD or Left Analog Stick |
| Jump/Accept | = A |
| Attack/ | = X |
| Dash(Upgrade)/Cancel | = B |
| Open Equipment Menu | = START |
| Open Ring Menu | = SELECT |
| Backdash | = R Trigger |

### 8BITDO/SNES

| | |
|---|---|
| Move | = DPAD or Left Analog Stick |
| Jump/Accept | = B |
| Attack/ | = Y |
| Dash(Upgrade)/Cancel | = A |
| Open Equipment Menu | = START |
| Open Ring Menu | = SELECT |
| Backdash | = R Trigger |

### PLAYSTATION

| | |
|---|---|
| Move | = DPAD or Left Analog Stick |
| Jump/Accept | = CROSS X |
| Attack/ | = SQUARE □ |
| Dash(Upgrade)/Cancel | = CIRCLE O |
| Open Equipment Menu | = START |
| Open Ring Menu | = SELECT |
| Backdash | = R Trigger |