TUTORIAL

O — Open this tutorial in an external PDF viewer.
You can then keep it open on another monitor.

ESC — Exit

← → — Use movement keys or arrow keys to switch tutorial pages.

CHARACTER

C — Character sheet
Use movement keys to browse companions.

ENTER or I — Equipment / inventory

W — Switch between the two weapon sets.
The weapon sets are set in the equipment / inventory screen.

G — Get items from current location.

SPACE — Level loot
Shows a list of items from all explored areas on the level.
Items on the floor and items from opened / checked furniture containers are included.

5 or Z — Rest for 1 round.

/ or S — Rest until completely healed, or for 100 rounds if already at full Health.

* or D — Rest until Stamina is completely restored, or for 100 rounds if already at full Stamina.

- or V — Rest until both you and your companions are fully healed and restored.


7 / 14
Health
6 / 9
Stamina
Experience until next level up
Sling
28 x Bullet
Energy Bolt
Body-ability increased
Conditions
Navimap
F1
Unlit your lantern to hide in darkness.
Active weapon set
The two weapon sets are set in the equipment / inventory screen.
W
Switch weapon set
Last used talent
Creatures with a green health bar are friendly.
Creatures with a red health bar are hostile.
Creatures with a blue health bar are hostile, summoned creatures.
C+1
3
follow
22
C+2
11
target
1
Energy Bolt
F1
Lantern
F2
Potion of Blink
F3
Potion of Healing
Quickslots
Press the assigned key to use.
Press an unassigned quickslot
key to assign something to it.
CTRL + ENTER
Quickslots manager
Log
Newest messages are on top of the log.
02 / 09

MOVEMENT / MELEE ATTACKS

7	8	9
4		6
1	2	3

Numeric keypad keys to move around / attack creature.

You can move in 8 directions.

CONTROL + direction key to continuously walk at direction.

	↑	
←	↓	→

You can also move / attack with arrow keys.

Press SHIFT + arrow key to move diagonally.

A

Autoattack
Automatically approach and attack nearest hostile creature with a melee / reach weapon. You can use autoattack just for approaching, so you can use it to chase down a creature, or to narrow the range to it for a ranged attack, spell, etc.



Autoattack target is marked with red triangles.

Autoattack automatically swaps to the other weapon set if it has a melee weapon and the active weapon set does not, and there's a hostile creature next to you.

MAP / NAVIGATION

TAB

Examine
Examine map elements and creatures with a cursor.

P

Autopilot / Level map
Shows an overview of the map.
Select a location on the map and automatically travel there.

E

Autoexplore
Autopilot to nearest unexplored location.

CTRL + E

Continuous autoexplore
Keeps exploring until a hostile creature is seen, something is detected, a trap is sprung, or until the map is explored.

CTRL + C

Autopilot to next unlooted container.

CTRL + T

Autopilot to next undisabled trap.

M

Set a map point at your current location.
Map points can be used with the autopilot.

O

Block / unblock current area from autopilot.
You can also block / unblock areas from the autopilot map.

CTRL + O

Clear all autopilot blocks.

OBJECTS



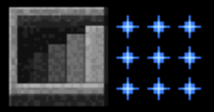
Bump into a closed door or a closed container to open it. Doors can be closed with ALT + direction key.



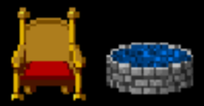
Furniture containers (chests, tables, etc.) can be looted by bumping into them. Containers are marked with green corners if you haven't yet checked their contents.



Torches and other lightsources can be lit and unlit by bumping into them.



Stairs and teleporters can be used by bumping into them.



Thrones and wells can be interacted with by bumping into them.



Detected suspicious furniture (a red "!" on the object) are disguised mimics, living statues, and such. Can be triggered to reveal their true form by bumping into them or by hitting them with a ranged attack.



Detected traps (a red "T" on the dungeon floor or on an object) can be interacted with by bumping into them. Can be sprung from afar with a ranged attack.

CREATURES



A creature with a red Health bar is hostile. Bump against it to attack it. You can try to swap places with it by bumping against it with CONTROL pressed.



A creature with a green Health bar is friendly. Bump against it to swap places with it. Interact with it by bumping against it with CONTROL pressed.



A creature with a blue Health bar is animated or summoned by another creature, or created by some other source. You don't get experience points from killing these creatures.



A question mark ("?") on a creature means that it can not currently see you. The mark is green when hiding was very successful, yellow otherwise.



A letter "Z" on a creature means that it is sleeping.



A letter "R" on a creature means that it is wielding a ranged weapon.



A letter "r" on a creature means that it is wielding a reach weapon (can attack from distance 2, one step away).

RANGED ATTACKS

W

Switch between the two weapon sets.

The weapon sets are set in the equipment / inventory screen.

You start the game with a melee / reach weapon in set 1, and a ranged weapon in set 2.

F

Fire
Shoot, reach or throw attack depending on the current weapon and distance to the target. You can also target detected traps or suspicious furniture.



R

Shoot or reach attack marked target.
A creature with red corners can be attacked with this command without having to select a target.

Automatically swaps to the other weapon set if it has a shooting weapon and the active weapon set does not, and the distance to nearest hostile creature is at least 5 steps.

Q

Quick switch ammunition for the current shooting weapon.
This is a free action that doesn't take time.

CTRL + Q

Toggle autoammo
Automatically select the best ammunition against the target creature.

TALENTS / MISCELLANEOUS

X

Use talent
Open the talent list for browsing or selecting a talent.
In most cases it is easier to use quickslots for fast talent use.



T

Talent marked
Use the last used talent on a creature marked with yellow corners.

Y

Yell and make noise to attract creatures.

7 / 14

6 / 9

Sling

28 x Bullet

Energy Bolt

Body-ability increased

R — Shoot or reach attack marked target
A creature marked with red corners can be attacked with this command without having to select a target.



Q — Quick switch ammunition for the current shooting weapon
This is a free action that doesn't take time.



A — Autoattack
Approach and attack target marked with red triangles.

T — Talent marked
Use the last used talent on a creature marked with yellow corners.

CTRL + Q — Toggle autoammo
Automatically select the best ammunition against the target creature.

C+1 3 follow 22

C+2 11 target

1 Energy Bolt

F1 Lantern

F2 Potion of Blink

F3 Potion of Healing

06 / 09

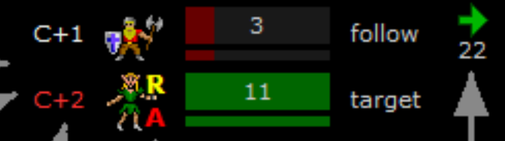
There are 3 tactics modes available: DEFAULT, RANGED, and MELEE ONLY.

When in RANGED tactics mode, companion tries to maintain distance to enemies, and mostly use ranged weapons.

RANGED tactics is indicated with a yellow ”R” letter on the companion image in the companion list, MELEE ONLY with a "M".

ALT + 1	Companion tactics 1
ALT + DEL	Companion tactics all
CTRL + 1	Command companion 1
DEL	Command all companions
CTRL + DEL	Command all expendables (constructs / animated / summoned / charmed companions)





A red "A" or "B" indicates that a companion has run out of arrows or bullets.

The command key is in red if a companion is poisoned.

Direction and distance of a companion that is not seen. The arrow is red if the companion is near hostile creatures.

The possible companion behaviors are

FOLLOW	follow player (default behavior)
REGROUP	follow player closely, prefer ranged attacks and talents
STAY	stay at current location, attack creatures without moving
TRAVEL	travel to an explored location, then STAY there
TARGET	attack a hostile creature
HANDLE	disable / force a lock, or disable a trap

TRAVEL	can be ordered in examine mode and level map mode
TARGET	can be ordered only in examine mode
HANDLE	can be ordered only in examine mode

If the behavior text is in red, then the companion can not find a way to you (FOLLOW, REGROUP) or to its target (TRAVEL, TARGET).

A red frame around a companion icon indicates anchoring.

A red frame around the Health and Stamina bars indicates withering.

CTRL + INS — Toggle viewing expendables in the companion list (constructs / animated / summoned / charmed companions)

INS — Toggle companion list

C+1 3 follow 22
C+2 11 target

Sling
28 x Bullet
Energy Bolt

Body-ability increased

1 Energy Bolt
F1 Lantern
F2 Potion of Blink
F3 Potion of Healing

BACKSPACE — Switch sidepanel
Sidepanel can be switched between quickslots / items in current location.

CTRL + BACKSPACE — Mundane ground items in sidepanel
Toggle showing mundane (non-sellable) ground items in the sidepanel. If mundane items are not shown in the panel, they're listed in the log, ensuring that quickslots stay visible.

SHIFT + ENTER — Loot manager

Use the loot manager to divide potions and ammunition between companions, and to toggle and adjust the auto divide options.

Can also be used to order companions to drink potions.

F12 — Take a screenshot

CTRL + F12 — Take a mapshot

HOME — Toggle between tile graphics / ASCII glyphs

END — Toggle sound



L — Display full log
Can be filtered with a keyword.

PAGE UP — Scroll log up

PAGE DOWN — Scroll log down

LEFT TRIGGER (LT) = Examine / Interact
Examine map objects, interact with creatures, close doors.
- RIGHT TRIGGER in examine-mode to enter fire-mode.

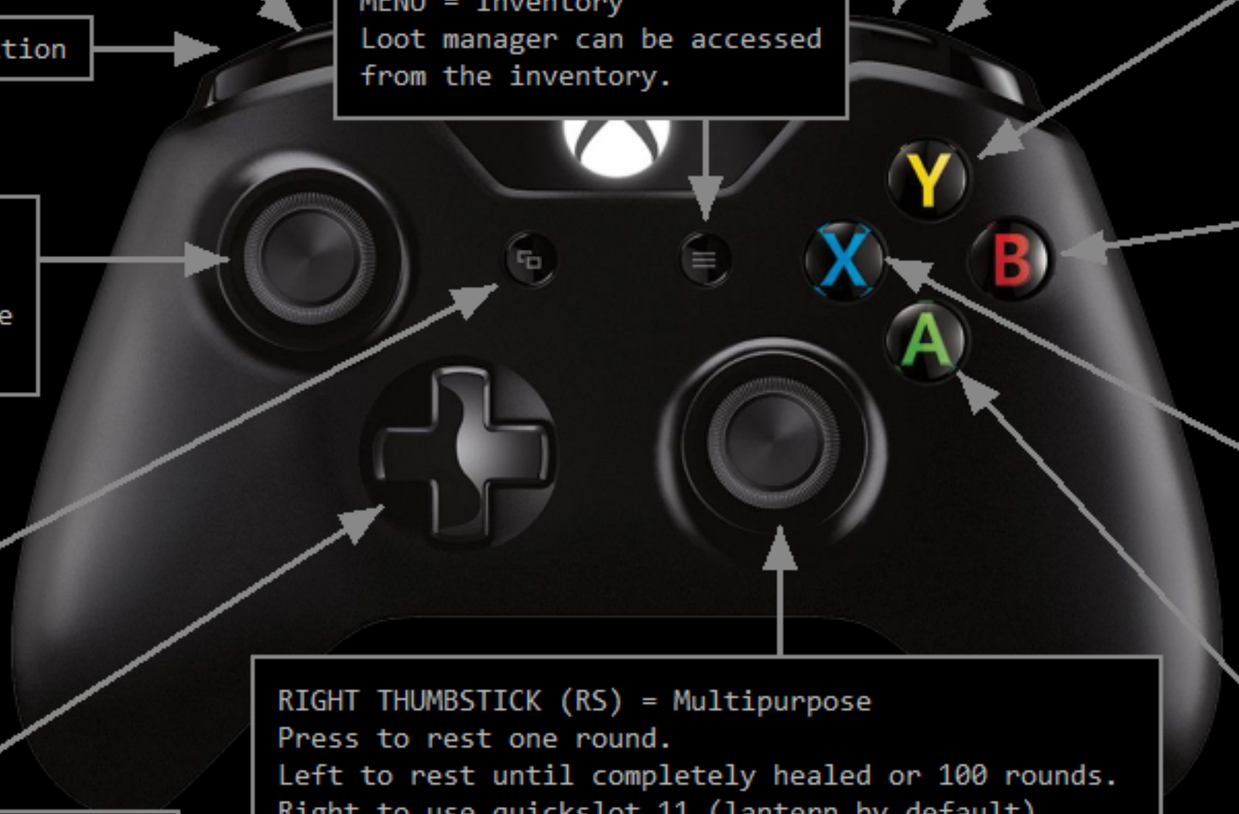
RIGHT TRIGGER (RT) = Shoot or reach attack target marked with red corners

RIGHT BUMPER (RB) = Switch weapon set

Y = Talent marked
Use the last used talent on a creature marked with yellow corners.

LEFT BUMPER (LB) = Switch ammunition

MENU = Inventory
Loot manager can be accessed from the inventory.



B = Get items / Level loot
Get items from your current location, or level loot if no items at the location.

LEFT THUMBSTICK (LS) = Movement
Press for map / autopilot-mode.
Movement slows down when there are hostile creatures seen.

X = Autoexplore / Exit
Autopilot to nearest unexplored location.
Exit button in lists and menus.

VIEW = Character sheet
- MENU to open game menu.
- B to open log.
- Y to yell.

A = Autoattack / Select
Approach and attack target marked with red triangles.
Select button in lists and menus.

D-PAD = Movement
Can be used when more precise movement than the thumbstick is needed.
Can be alternatively used for quickslots 1-4.

RIGHT THUMBSTICK (RS) = Multipurpose
Press to rest one round.
Left to rest until completely healed or 100 rounds.
Right to use quickslot 11 (lantern by default).
Up to open talent list.
Down to enter sidepanel (quickslots / ground items).
- Press or A to use quickslot / pick item.
- B to switch between quickslots / ground items.
- Right to open quickslot manager.
- Left or X to exit the sidepanel.



Press a binded key on your keyboard to get a description of the command.

Press SHIFT, CTRL, or ALT to see bindings that require those keys.

Most interaction is done by bumping (moving) into things like creatures or furniture.

Bump into a hostile creature (red / blue health bar) to melee attack it.
Bump into a friendly creature (green health bar) to swap places with it.
Bump into a closed door or a closed container to open it.
Furniture containers (chests, tables, etc.) can be looted by bumping into them.
Torches and other lightsources can be lit and unlit by bumping into them.
Stairs and teleporters can be used by bumping into them.
Thrones and wells can be interacted with by bumping into them.
Traps (red "T" on the tile) can be interacted with by bumping into them.

SHIFT + ARROW to move diagonally with arrow keys.

CTRL + direction key to continuously walk at direction.

CTRL + direction key vs a hostile creature to try to displace (swap places with) it.

CTRL + direction key vs a friendly creature to interact with it.

ALT + direction key to close doors.

ALT + ENTER to switch between fullscreen and windowed mode.

ALT + BACKSPACE to switch between maximized and minimized game screen.