Welcome to Riders!

The following document provides users with information regarding which keys perform what action. Keys are not reprogrammable within the game.

Key Binding Outline:

Key	Result
‘W’	Move Forward
‘S’	Move Backwards
‘A’	Move Left
‘D’	Move Right
‘Space’	Move Up
‘Ctrl’	Move Down
‘Q’	Roll Left
‘E’	Roll Right
Mouse Movement Forward	Yaw Up
Mouse Movement Backward	Yaw Down
Mouse Movement Left	Pitch Left
Mouse Movement Right	Pitch Right
‘F’	Lock on to Target within Distance
‘Mouse Left Button’	Fire Primary Weapon
‘Mouse Right Button’	Fire Secondary Weapon
‘M’	Fire Tertiary Weapon
‘Z’	Fire Ultimate
‘Esc’	Pause Game (if applicable)