Quick Reference Manual - Game Controls

Menus Navigation

Mouse

Move Mouse	Move the game cursor
Left Button	Confirm the action on a button

Keyboard

4 Directional Arrows **Tab Key**	Move the current selection menu
Enter Key	Confirm the action on a button
Esc Key	Exit the current screen
F11 Key	Switch between Windowed & Fullscreen modes
F12 Key	Take a screenshot of the game screen

Game Controller

4 Directional Arrows	Navigate menus
Right Stick	Move the mouse cursor
A Button	Confirm the action on a button
B Button	Exit the current screen

Create & Edit Mode Controls

Mouse

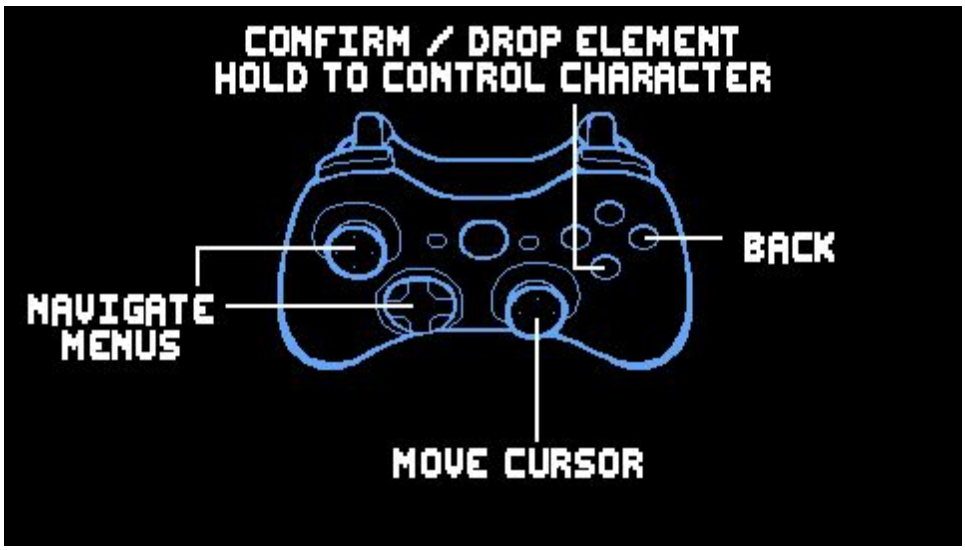
Move Mouse	Scroll the camera view when the cursor is on the edges
Left Button	Drops the selected element Hold to control a character
Right Button	Hold & drag to move the camera view
Middle Button	Pick an element
Wheel	Camera zoom in & out

Keyboard



4 Directional Arrows	Navigate menus
+, - Keys	Camera zoom in & out
W, A, S, D Keys	Camera pan
M Key	Toggle Mini-Map
F Key	Open the Tools menu
E Key	Switch to Eraser
Q Key	Open the Elements menu
T Key	Pause
X Key	Open World window
Ctrl+Z Key	Undo / Redo actions
Ctrl+O Key	Options
Esc Key	Exit the current screen

Game Controller



4 Directional Arrows	Navigate menus
Right Stick	Move the mouse cursor
Right Button (RT) **A Button**	Mouse Left Click
Left Buttons (LB & LT)	Camera zoom in & out

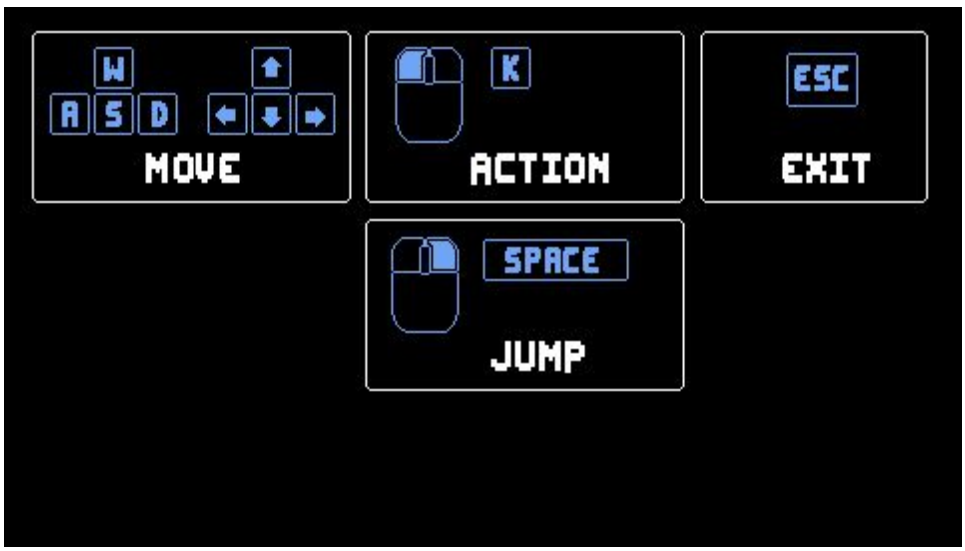
Play Only Levels, Campaigns Levels & Daily Quests

When the player is actively controlling a game character

Mouse

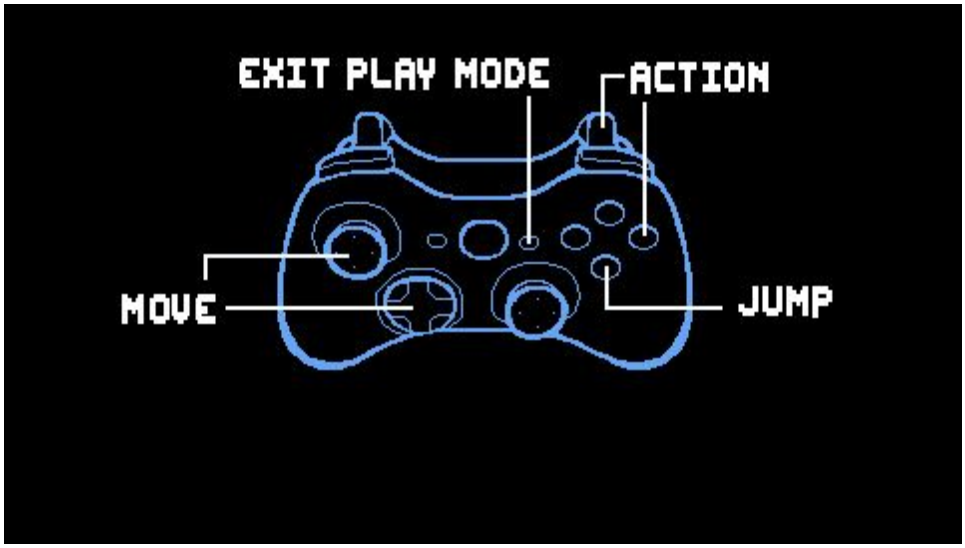
Right Button	Jump with the character
Left Button	Character 2nd action (Shooting with Arnold, Dashing with Fujin etc.)

Keyboard



4 Directional Arrows	Control the character
W, A, S, D Keys	Control the character
K Key	Character 2nd action (Shooting with Arnold, Dashing with Fujin etc.)
Esc Key	Exit the character control mode and returns to Edit mode (if available)

Game Controller



4 Directional Arrows	Move the current selection menu
A Button	Jump with the character
B/RT Buttons	Character 2nd action (Shooting with Arnold, Dashing with Fujin etc.)
START	Exit character control mode and return to Edit mode