

## 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.

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.

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.

Log  
Newest messages are on top of the log.


7 / 14 Health

6 / 9 Stamina

Experience until next level up

 Sling

 28 x Bullet

 Energy Bolt

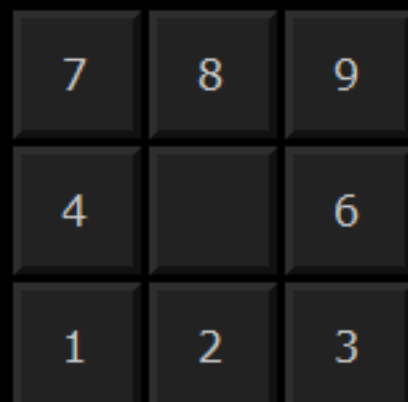
Body-ability increased

Conditions

Navimap



## MOVEMENT / MELEE ATTACKS



Numeric keypad keys to move around / attack creature.

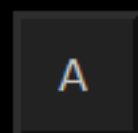
You can move in 8 directions.

CONTROL + direction key to continuously walk at direction.



You can also move / attack with arrow keys.

Press SHIFT + arrow key to move diagonally.



### 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 undisable 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



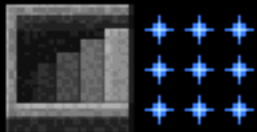
Bump into a closed door or a closed container to open it. Doors can be closed with ALT + direction key.



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.



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 (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.

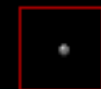


7 / 14

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 (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

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)

The possible companion behaviors are

FOLLOW	follow player (default behavior)
REGROUP	follow player closely, prefer ranged attacks and talents
STAY	stay at current location
TRAVEL	travel to an explored location, then STAY there
TARGET	attack a hostile creature, then FOLLOW after target is dead
HANDLE	disable / force a lock, or disable a trap, then FOLLOW

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

C+1  3 follow  22

C+2  11 target

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

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.



CTRL + INS

Toggle viewing expendables in the companions 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

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.

CTRL + ENTER

Manage quickslots

F12

Take a screenshot

HOME

Toggle between tile graphics / ASCII glyphs

CTRL + F12

Take a mapshot

END

Toggle sound

PAGE UP

Scroll log up

PAGE DOWN

Scroll log down

L

Display full log  
Can be filtered with a keyword.



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

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

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

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

X = Autoexplore / Exit  
Autopilot to nearest unexplored location.  
Exit 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.

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

Esc Game menu	F1 Quick 11	F2 Quick 12	F3 Quick 13	F4 Quick 14	F5 Quick 15	F6 Quick 16	F7 Quick 17	F8 Quick 18	F9 Quick 19	F10 Quick 20	F11 Toggle cmpns	F12 Screen shot	MOVEMENT	ACTIONS	RESTING	ITEMS				
	1 Quick 01	2 Quick 02	3 Quick 03	4 Quick 04	5 Quick 05	6 Quick 06	7 Quick 07	8 Quick 08	9 Quick 09	0 Quick 10			Backspace Switch QS/items	Insert Toggle cmpns	Home Toggle tiles	Pg up Log up	Num	/ Rest Health	* Rest Stamina	- Rest full
Tab Examine	Q Swap ammo	W Swap wpns	E Auto explore	R Attack marked	T Talent marked	Y Yell	U	I Inv.	O Block area	P Auto pilot				Delete Cmnd all	End Toggle sound	Pg dn Log down	7 NW	8 N	9 NE	+ Auto pilot
Caps lock	A Auto attack	S Rest Health	D Rest Stamina	F Fire ranged	G Get items	H This help	J	K	L Log				Enter Inv.				4 W	5 Rest round	6 E	
Shift		Z Rest round	X Use talent	C Char sheet	V Rest full	B	N	M Map point	,	.			Shift		Up N		1 SW	2 S	3 SE	Enter Inv.
Control	Win	Alt	Space Loot items								Alt	Win	Control	Left W	Down S	Right E	0 Cmnd all	.		

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

Press **SHIFT** , **CTRL** , or **ALT** to see bindings that require one of 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 make a melee attack against 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 floor or on an object) 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.