

Doorways

Keybindings

MENU

Option Up: Up Arrow / W

Option Down: Down Arrow / S

Enter Option / Select Option: Enter / Mouse Primary Button

Back Option: Escape / Back

Increase Option value: Right Arrow / D

Decrease Option value: Left Arrow / A

IN GAME

Vision

Look: Mouse drag

Interactions (can be modified from the options menu)

Interact / Push objects: Mouse Primary Button

Pull objects: Mouse Secondary Button

Movements (can be modified from the options menu)

Move: W, A, S, D

Jump: Space

Crouch: Control (holding)

Slowdown: Shift (holding)

Inventory basics (can be modified from the options menu)

Open/Close Inventory: Tab

Show Options: Escape

Show Notes: N

Show Items: I

Show Relics: R

Inventory advanced

Items shortcuts: 1, 2, 3, 4, 5, 6, 7, 8, 9, 0

Notes next page: Mouse Primary Button / W

Notes previous page: Mouse Secondary Button / S