

## Controller

[Left Thumbstick UP] Go forward  
[Left Thumbstick DOWN] Go back  
[Left Thumbstick RIGHT] Go right  
[Left Thumbstick LEFT] Go left  
[Left Hand Trigger]+[Left Thumbstick UP] Go up  
[Left Hand Trigger]+[Left Thumbstick DOWN] Go down  
[Left Hand Trigger]+[Left Thumbstick RIGHT] Turn right  
[Left Hand Trigger]+[Left Thumbstick LEFT] Turn left  
  
[B] Change [surface/Mesh]  
  
[Left Start] Go back to Surface museum