The Quest For Gold instructions:

Installer: Installs the game on computer. Run the setup.exe (not .msi) to detect for dependencies.

Changing controls will not work in the final build (Change the XMLS here: My Documents/QuestForGold/GameData/Config)

<Added>

Changing Controls in Build:

Navigate to the folder mentioned above (My Documents)

Open the SaveSetup1.xml file

Do NOT add any other controls or change the names of the controls.

Only edit one of the following in each section: <positive></positive>

<altPositive></altPositive>

<negative></negative>

<altNegative></altNegative>

Key names are from a 3rd party input manager: [https://github.com/daemon3000/InputManager/](https://github.com/daemon3000/InputManager/wiki/Getting-Started)

You can also use a new Unity project to load the XML file from the My Documents folder into Unity Editor (Using the InputManager from the Github link) and change the keys this way.

ONCE YOU HAVE CHANGED THE KEYS:

* Launch the game
* Open the Options menu from the main menu or in game pause menu
* Open the “Controls” menu
* Click “Load” and your new controls should appear on the buttons

Make sure your controls register once done. If they do not, try using the key name in Unitys input manager.

<End Added>

Bugs:

Pressing "T" (Rest) in character creation menu will bring up the rest menu. Click cancel when this happens.

Changing the controls will not work if the build is not in the editors build folder.

(You can edit the XML files in My Documents/QuestForGold/GameData/Config to change controls in the build)

Control prompts in-game will not change when you change the controls.

Random NPC bugs.

Random music bugs.

Location change bugs.

Some other unknown bugs.

Some other known bugs.

Hidden Controls:

Shift + (Space or Left Mouse Button) = Power Attack

Shift + (W, A, S, D) = Run

Hover mouse cursor over enemy + 'E' = Talk

'T' = Wait for some time

The rest of the controls you can find in the Options menu in game.