During the starting of the game, the player may change the default configurations of the control keys to a rather more comfortable one. But by default the game is shipped with keys and control configurations that more or less are common to most 3D games. These game control keys are described in the table below.

The table pairs a single key function to two different keys as primary key and secondary key. This keys have no technical difference in operation. They just provide an alternative configuration for the player.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| NO | Name | Primary key | Secondary key | function |
| 1 | MOVE\_FORWARD | W | UP ↑ | Move the character forward (jog) |
| 2 | MOVE\_RIGHT | D | RIGHT → | Move the character right |
| 3 | MOVE\_LEFT | A | LEFT ← | Move the character left |
| 4 | MOVE\_BACK | S | DOWN ↓ | Move the character back |
| 5 | SPRINT | shift | - | Run faster when combined with MOVE\_FORWARD |
| 6 | PERFORM\_ACTION | E | - | To perform different set of actions like reading a letter, drinking water. This key can only be effective when the player is near the specific location of the task to be performed.  eg. To drink water the player needs to be near the lake or a river and a text will appear at one corner of the screen notifying the player to press the PERFORM\_ACTION to do drink water. |
| 7 | CROUCH | C | - | To duck and hide from enemy |
| 8 | SWITCH\_WEAPON | Q | SCROLL | To switch between weapons |
| 9 | FIRE1 | LCLICK | - | To attack enemy soldiers (swing sword, shoot shot gun or thrown spear) |
| 10 | JUMP | SPACE | - | jump |
| 11 | RAISE\_SHEILD | R | - | Raise shield to defend oneself. This reduces the damage done by enemy strike to the player |