Controls for keyboard

| Console | 1 | 2 | 3 | 4 | 5 | 6 | ··· | 0 |

| Game menu | | Inventory | ↑ | Use / Affirm | |

| Pie menu (hold) | Hookshot | ← | ↓ | → _ | Power |

| | | | | ✕ Close / Neg | | |

Jump ⇧
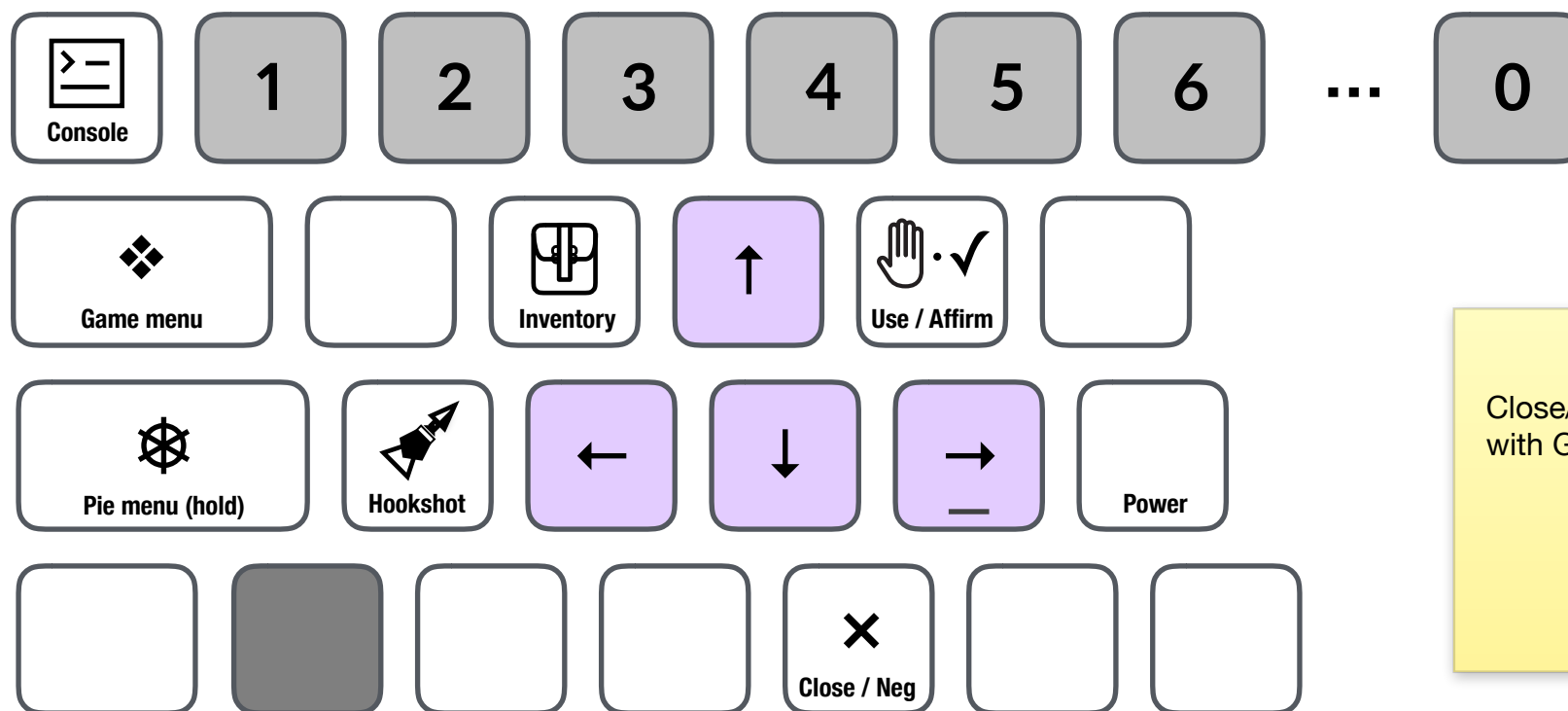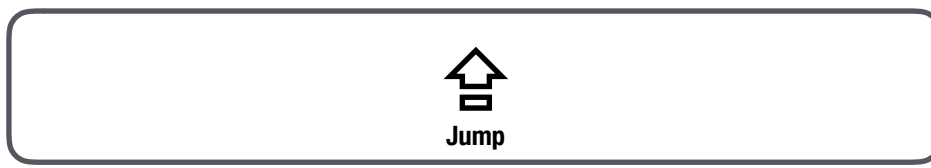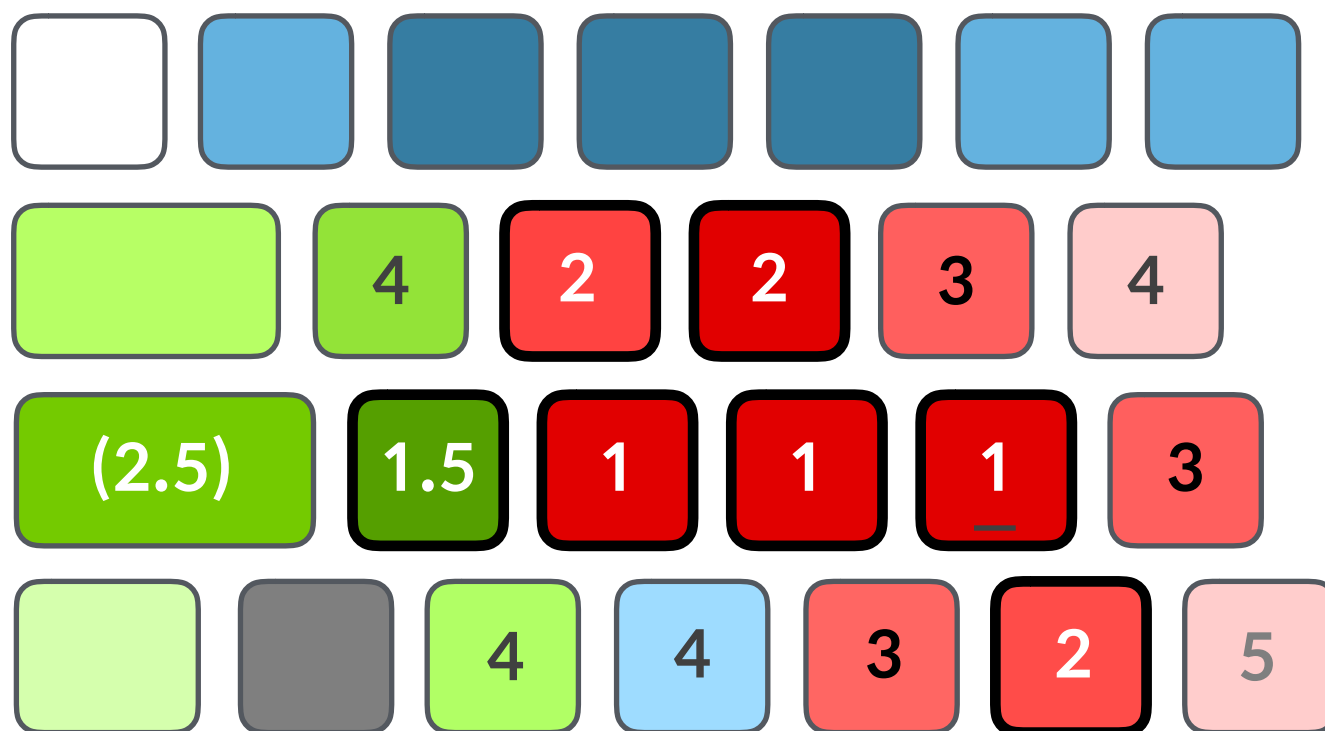
> Close/Negative key: combine with Game Menu?

- We are using ESDF to give player more modifier keys to utilise.
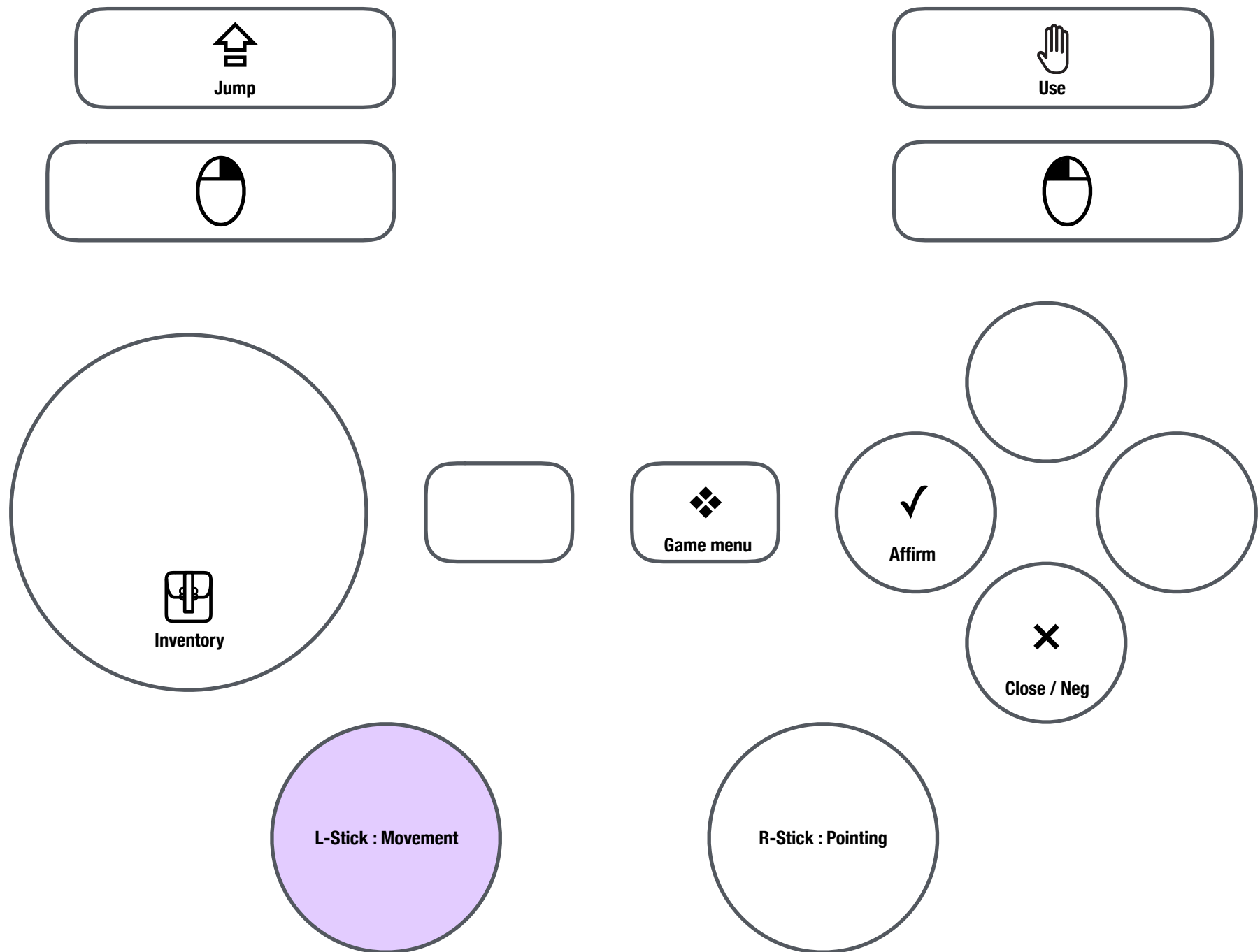
- Pie menu: same key position regardless of keyboard; it can also be triggered with *Backspace* (Colemak mod), *Control* (HHKB) and *Command* (HHKB-ish Mac)

Accessibility

| | | | | | | |

| | 4 | 2 | 2 | 3 | 4 |

| (2.5) | 1.5 | 1 | 1 | 1 _ | 3 |

| | | 4 | 4 | 3 | 2 | 5 |

- Red: On-control

- Green: Simultaneous with control

- Blue: Off-control

- Grey: Do not use

- Lighter shade means lower accessibility

- Highlighted keys are the most accessible keys according to Workman

- Accessibility data by Workman, http://www.workmanlayout.com/blog/

Controls for gamepad

Jump

Use

Inventory

Game menu

Affirm

Close / Neg

L-Stick : Movement

R-Stick : Pointing

- 🖐 + **R-Stick** brings up the Pie Menu, a Quick-bar selector. Point **R-Stick** to select, release 🖐 to confirm.
- 🖱 + 🖐 launches hookshot.