Movement

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Command | Input1 | Input2 | Input3 |  |
| Move north | Numpad 8 | Arrow up | U |  |
| Move south | Numpad 2 | Arrow down | N |  |
| Move east | Numpad 6 | Arrow right | K |  |
| Move west | Numpad 4 | Arrow left | H |  |
| Move north-east | Numpad 9 | (NA) | I |  |
| Move north-west | Numpad 7 | (NA) | Y |  |
| Move south-east | Numpad 3 | (NA) | M |  |
| Move south-west | Numpad 1 | (NA) | B |  |
| Wait | Numpad 5 | . (Period) | J |  |

Combat

Melee attacks are executed if the player attempts to walk into a space occupied by a hostile Agent.

Equipment / Inventory management

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Command | Input1 |  | Input3 |  |
| Pick up | g |  | g |  |
| Drop | d |  | d |  |
| Wear (equip) | w |  | w |  |
| Take off (remove) | t |  | t |  |
| Inventory | i |  | o (?) |  |
| Use consumable | e |  | e |  |
|  |  |  |  |  |

Survival