

# Controls Cheat Sheet

The controls on this sheet will be split based off of the view that they apply to. See the Manual for more information on the different views. The camera controls are the same for the World Map and the Battle Encounter

## Shared Controls

### Camera

Object	Input	Action
Camera	Q	Rotate counter-clockwise
Camera	E	Rotate clockwise
Camera	W	Translate forward
Camera	A	Translate left
Camera	D	Translate right
Camera	S	Translate backward
Camera	Z	Zoom out
Camera	X	Zoom in
Camera*	Spacebar	Enable/Disable Free Cam

\*This allows the player to detach the camera from being fixed on a particular character and move around freely during battles. This control is only available in a battle

### Menu

Object	Input	Action
Any View	Escape	Open pause menu

## Base Management

\*There are no keyboard controls for Base Management. Players can navigate the base management UI using the buttons on screen.

## World Map

### Squad Interaction

Object	Input	Action
Squad	Left Click	Select Squad
Squad*	Left Click	Move Squad to Tile

\*Once a squad is selected, left click on any tile and the squad will move towards that tile, stopping at that tile or at the squad's maximum movement range.

### Town Interaction

Object	Input	Action
Town	Double Click	Open town unit management GUI
Player Base	Double Click	Open player base unit management GUI

## Battle Encounter

Object	Input	Action
Ability bar	NumKeys or Hotbar Click	Select Ability To Use
Unit	C	View Current Unit's Stats
Unit	Hover a Unit and V	View Unit's Stats
Unit	Tab	End Turn