

The game is controlled by keyboard commands which are upper and lower case sensitive. Within menus you can also use mouse to point and click desired options. These are the keys you need to survive in the far north.

MOVEMENT

Move forwards

Turn 90° left **7** **↑** **9** Turn 90° right
Turn 45° left **←** **→** Turn 45° right
Turn 180° left **1** **↓** **3** Turn 180° right

Move backwards

CTRL + movement key to strafe

Use numpad or cursor keys to move as described above. UrW movement system may feel tricky at first, but after a while you get used to it. The darkened movement commands are rarely needed. You may also switch to traditional roguelike movement in setup options.

ENTER Zoom in/out between wilderness and terrain map **.** Wait for one turn
/ or **DEL** Movement and rest actions

Following hotkeys can be used to quickly access "Movement and rest actions":

R Run **h** Hide **u** Get up or lay down
- Wait and rest until cancelled **ALT -** Rest until not fatigued **Z** Sleep

LOOKING AROUND

I or **F3** Look what is at chosen location **:** Look what is at current location
x Look to a direction

Zoom map view at any time by mouse wheel or with the following keys:

CTRL - Zoom out **CTRL +** Zoom in **CTRL 0** Reset or max out

PICKING AND MOVING ITEMS

g or **,** Pick up something
G or **;** Pick up from adjacent tile, pack animal or companion
m Move items -- haul items around with you
p Push/pack -- push items at your feet to an adjacent location or pack them on an animal

INVENTORY AND USING ITEMS

i Inventory -- look at what you are carrying **d** Drop something
w Wield a weapon or tools **W** Wear clothes or armor
a Apply (use) a tool or container **T** Take off worn clothes or wielded weapons
e Eat something **q** Quaff (drink) something

INTERACTING AND CRAFTING

s Skills -- view and use your skills **M** or **+** Make items and constructions
r Repeat the last action
o Open a door **c** Close a door
f Build a fire **b** Butcher -- cut a carcass for meat
C Chat (talk) with someone, or command pets and companions

COMBAT

1 Attack with 1st weapon **2** Attack with 2nd weapon **3** Repeat the last attack
0 Kick **9** Punch **X** Exchange wielded weapons
t Throw something, or shoot an arrow

INFORMATION AND PROFILES

F4 Rituals -- view and use your rituals **F5** Game course information
F6 Map of known areas **F7** Wounds and injuries
A Armour coverage statistics **P** Character profile
v View message log

HELP AND GAME OPTIONS

ESC Help and game options

Following hotkeys can be used to quickly access "Help and game options":

F1 Game encyclopedia; a hypertext guide **?** This list of keyboard commands
CTRL + S Save the game **Q** Quit and optionally save the game

That is all. Into the far north these keys shall take you.