

The keys for movement are definable with the Preferences menu item. The movements and actions which can be carried out are listed below.

forward - move one space forward

backward - move one space backward without turning around

turn around - turn around on the spot

left - turn 90° left on the spot

right - turn 90° right on the spot

fire - fire a bullet

map - toggles between normal view and map screen

scrambler - activate a scrambler