

## ontrols Summary

### “Special” Controls

Q - quit (you will be asked to confirm)

P - save game - disabled until you register

O - open (saved) game - disabled until you register

NB: you can open autosaved games by double-clicking them in Finder (even without registering).

E - search

I - inventory

L - leave (item)

T - talk

U - use (item)

(Walk over things to pick them up.)

shift - double game speed (allows rapid travel)

help - controls summary screen

left-arrow & right-arrow - switch through various side panels

up-arrow & down-arrow - scroll through thought and speech balloons

0 (silent) .. 9 (loudest) - volume control

command-space - toggle full-screen (compatible mode/Power Mac only)

caps lock - pause game (when down)

### Left Hand “Combat” Controls

A - attack (melee)

S - shoot (prepare/cast spell)

D - defend

Z - defend

X - shoot (prepare/cast spell)

C - attack (melee)

ctrl - defend

option - shoot (prepare/cast spell)

command - attack (melee)

< - select previous spell

> - select next spell

? - prepare/cast spell

Powerbook Support

[ - turn anti-clockwise

] - walk forward

\ - turn clockwise

' - walk backwards

Numeric Keypad

4, 7 - turn anti-clockwise

5, 8 - walk forward

6, 9 - turn clockwise

2 - walk backwards

0 - defend

clear, = - attack (melee)

/, \* - shoot or prepare/cast spell

-, + - previous, next spell