

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.