

Controls: Steam®

Keyboard & Mouse

The operation guide displayed in the game conforms to the QWERTY keyboard layout.

Basic Controls (for all screens)

E	Confirm
Esc / Right Mouse Button	Cancel Return
W/A/S/D or ↑/↓/←/→	Select Item Up: W/↑ Down: S/↓ Left: A/← Right: D/→

Exploration Controls

E	Examine Gather
Space	Jump
Esc	Skip (during events)
Q / Left Mouse Button	Swing
Hold Q / Hold Left Mouse Button	Charged Swing
Tab	Open Main Menu
F	Display Quests
M / Mouse Wheel Button	Display World Map
W/A/S/D	Move Forward: W Backward: S Left: A Right: D
Hold Shift + W/A/S/D	Run (Default) Forward: W Backward: S Left: A Right: D
↑/↓/←/→	Camera Controls
Hold R + Mouse Movement or Hold R + ↑/↓/←/→	Switch Gathering Tool
Shift	Sprint ON/OFF (can be changed in Settings)
Page Down / Mouse Wheel	Zoom Out*
Page Up / Mouse Wheel	Zoom In*
P	Open Photo Mode
Ctrl	Reset Camera
L	Display Event Log
V	Display Area Map
Hold Z + Mouse Movement or Hold Z + ↑/↓/←/→	Select Emote
G	Display Item Menu

* *You can change controls for zooming in and out from Title Menu > Settings or Main Menu > Options.

Map Controls

Hold E	Place Marker (on the Area Map)
Tap E	Fast Travel to Landmark (on the Area Map)
Space	Return to Base
Tab	Open Main Menu (on the World Map) Display Area Map Details (on the Area Map)
F	Display Quests
X	Display All Regions (on the World Map)
M / Mouse Wheel Button	Display World Map (on the Area Map)
W/A/S/D	Move Cursor Up: W Down: S Left: A Right: D
Q	Toggle Region (on the World Map) Change Icon Display (on the Area Map)
R	Toggle Region (on the World Map)
Hold Shift + W/A/S/D	Move Cursor Faster (on the Area Map)
Page Down / Mouse Wheel	Zoom Out (on the Area Map)
Page Up / Mouse Wheel	Zoom In (on the Area Map)
T	Open Exploration List (on the Area Map)
Hold T	Display Help (on the Area Map)
Hold H	Display Help (on the World Map)
C	Reset Cursor (on the Area Map)
↑/↓	Select Area (on the World Map) Select Landmark (on the Area Map)

Synthesis Controls

E / Left Mouse Button	Select Material Loop, Ingredients, Effects, etc. Synthesize Ingredients (adding ingredients when ingredients are insufficient)
Hold E / Hold Left Mouse Button	Fast-Forward Synthesis
Q	Change Display (when adding ingredients or using keys)
C	Display Submenu (when adding ingredients) Link Morph (when ready to synthesize)
Mouse Wheel Button	Link Morph (when ready to synthesize)
F	Use Secret Key (when ready to synthesize)
Space	Start Synthesis (when ready to synthesize) Check Tree (when choosing a recipe)
Tab	Display Related Items
W/A/S/D	Move Cursor Up: W Down: S Left: A Right: D
R	Toggle Loop Info (when choosing a Material Loop) Switch between Key Bundle / Container (when using keys)
Shift	Auto-Add Materials (when adding ingredients)
1/3	Change Mode (when choosing a recipe)
Page Down / Mouse Wheel	Zoom Out (when choosing a Material Loop)
Page Up / Mouse Wheel	Zoom In (when choosing a Material Loop)

Combat Controls

Hold E / Hold Left Mouse Button	Attack
Hold E / Hold Left Mouse Button	Fatal Drive (when conditions are met)
Space + E or Left Mouse Button / W or Right Mouse Button / D / S	Use Skill
D	Flee
S	Use Item
W / Right Mouse Button	Guard
Tab	Display Pause Screen
Ctrl	Display Character / Enemy Info (Pause Screen)
↑/←/↓/→	Camera Controls
Q / Left-click on the Icon	Key Creation (Item Selection Screen)
R / Left-click on the Icon	Key Modification (Item Selection Screen)
Shift + E or Left Mouse Button / S	Shift Skills
Space + 1/2/3/4	Order Drive (when conditions are met) Up: 1 Down: 3 Left: 4 Right: 2
Q/R	Change Player Character
X/C	Toggle Mode
A/F	Change Target