

I AM OVERBURDENED



Keyboard



The whole game and all the menu screens can be fully navigated using keys. There are four main actions: moving up, left, down and right. There is another "short-hand" action for accessing the inventory screen during play. The default key mapping for these actions are:

- * Up: Up arrow or W
- * Left: Left arrow or A
- * Down: Down arrow or S
- * Right: Right arrow or D
- * Inventory: I or E

In the "Controls" menu (upmost under the "Options" menu) you can re-map your keys if the default layout is uncomfortable.

The menu keys are:

- * Move focus up: Up arrow or W
- * Move focus down: Down arrow or S
- * Change value up: Right arrow or D
- * Change value down: Left arrow or A
- * Select/confirm: Enter or Space
- * Back/cancel: Escape

Due to possible key collisions and having reserved logical keys for the menus (e.g. Enter or Escape) the menu keys cannot be re-mapped and some keys cannot be used as in-game action controls.

Hot-keys:

- * Left Ctrl + R: restarts the game immediately while in a dungeon without requiring confirmation.
- * F9: (saves and) exits the game immediately at any point without requiring confirmation.

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Mouse



The whole game and all the menu screens can be fully navigated using a mouse:

- * Left button: moves the player character towards the target or lets you select a menu entry and enter sub-menus.
- * Middle button: opens the inventory screen while in a dungeon.
- * Right button: returns to the previous menu screen or cancels a given option or pop-up.

There are two mouse movement control modes:

- * Path finding: the game tries to find an optimal route between the player character and the mouse cursor and the player automatically moves on the selected path.
- * Directional: the player character moves towards the mouse cursor only in one direction while the left button is held down.

You can switch between the modes in the "Mouse" menu (under the "Options" menu).

Clicking an artifact icon on the inventory menu bar brings up the inventory screen with the item slot focused.



Clicking an attribute icon or the health-bar brings up the help menu screen.

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Controller support



The game supports a wide range of devices (XInput and DirectInput too). With older controllers, joysticks and game-pads it tries to emulate the mapping of the Xbox 360 controller automatically. In the "Controls" menu (upmost entry under the "Options" menu) you can re-map your buttons if the game fails to capture a sensible layout.

If your controller(s) does not happen to be supported check:

<https://www.x360ce.com/>

If you have Dualshock 4 device(s) check:

<http://ds4windows.com/>

These controller emulators are easy to set up and they work perfectly with the game.

Good luck in the dungeons!