

Basic Key Inputs

LMB-Primary Attack

RMB-Secondary Attack

E-Wallowing (On mud textures), Graze (Grass areas) Eating, Drinking

Alt-Camera Freelook

F10-Remove HUD (will have the isle logo in the top right)

Space-Jump

Shift-Sprint

L Ctrl-Crouch

Tab-Tab Menu (press Esc to exit, still WIP)

Insert- Character Menu (Still WIP, gender doesn't read correctly)

Enter-Chat

Esc-Esc menu

G- Body Dragging (Based on weight, can't drag things too heavy for you)

Q- Scent (Can smell corpses, food bushes, water sources, also shows compass)

1- Broadcast (hold to do deeper broadcast that can be heard further than just tapping. Will display your name to others of same species for a short time)

2-Friendly

3-Threaten (can hold to provide a slightly different vocal)

4-Help (Will display your name to others of the same species for a short time)

F-Chat call (will display your name to others of the same species for a short time. Is not heard as far as broadcast)

Z- Toggle between walk/trot

H- Rest

Utah

LMB-Bite Attack

RMB-Pounce (Hold RMB to stay pounced on target)

Pounce is based on camera angle, it is still WIP and needs more polishing. It can be buggy at times with fast moving targets. While pounced stamina will drain limiting how long you can pounce for but you do damage while you are pouncing. You also have to be 100% adult to be able to pounce.

Tenonto

LMB-Bite, Claw Swipe

RMB-Tail Slam, Hind Kick, Bucking

Bite-When using LMB when moving you will perform a bite attack.

Claw Swipe- When stationary, LMB will perform a claw swipe attack. More Damage then Bite.

Tail Slam- When your camera is looking back behind your tenonto and you press RMB, you will do a tail slam. You can somewhat aim this by which direction behind you that you are looking. This will also stop your character from running in order to do the tail slam, so it is technically a stationary attack. Most damaging.

Hind Kick- When looking forward and you press RMB you will do the Hind Kick, this attack can be done on the move while running without interrupting your run.

Bucking- When pounced by a utah, you can RMB to buck, your dino will buck several times and cause the Utah to lose stamina quickly.

Other useful bits of info:

Vocals- You can lose your voice in two ways, spam calling or where your stamina is. If your stamina is out you will sound out of breath and have a hard time calling.

Wallowing- Wallowing in mud will allow you to hide your scent for a short time after you have wallowed, you will not leave footprints behind, giving you time to try and lose pursuers or to keep yourself hidden in general.

Calls- There is no group system yet, so calls currently is the only way to be able to see who is who. Broadcast (1) Help (4), and F call will show your name to other players on the map. This is a mixed bag atm. Hopefully when groups are in this will change.

How to switch Dino Species:

Currently Dino Selection is before server selection. (I know, weird but it should be changed later). So here are the steps for changing dinos.

- 1) Log out of the server
- 2) Choose the dino you want
- 3) Log into server
- 4) Die
- 5) You will respawn as the dino you chose before getting onto the server

The game does save your progress so even if you choose a different dino when going into a server it will not give you that dino until you die. It's confusing and again should be fixed sooner rather then later I hope.

If you are having issues, here is a FAQ for common issues people are running into:

https://docs.google.com/document/d/1QmFeSGWLkHgNS_9XYljj_1RXjxj-v6eLrjSilfwPmLQ/edit