

Key	Explanation	Key	Explanation
ESC	Cancel / Option	P	Toggle Shortcut Window
F1 - F8	Select Party member	V	Toggle Mini Map
F9	Re-center camera view (3rd person)	F10	Change view (1st person / 3rd person)
F11	HUD Toggle	M	Toggle Map
F12	Save screenshot *	Tab	Run / Walk
`/~	Change Target	Backspace	reverse order change target
1 - 0	Shortcut Window Usage	S	Reverse (double: dodge back)
C	Toggle Rest / Stand Up	W	Forward (double: continue run)
U	Quest Window	D	Turn Right
I	Inventory Window	Q	Sidestep left (double: dodge left)
T	Status Window	A	Turn Left
O	Option Window	E	Sidestep right (double: dodge right)
G	Guild Window	F	Party member assist Mode (select Party member)
K	Skill Window	B	Emotes Skill Window
H	Toggle Coordinates	-/_ and =/+	Shortcut Window Page up / down
L	Toggle Light Effect	Space Bar	Jump

Key	Explanation	Key	Explanation
Arrow (up, down, left, right)	Change 3rd person camera angle	Home	Rotates view 180°
Page Up	Zoom in	Page Down	Zoom out
Number Pad +/-	Shortcut Window Add / Delete	Print Screen	Take screen shot

\*Note: screenshots are saved to [installation folder] /Shaiya /Screenshot, usu. C:\aeriagames\Shaiya\Screenshot\

## Mouse

Left click on terrain	runs to spot	Left click on target	Selects target
Double left click on target	run to target	Double left click on enemy	Run to and attack enemy
Hold down right click	use mouse to rotate view	Mouse Wheel	zoom in and out

## Monster color Names mean

<b>White</b>	6 or more levels below you, no experience value
<b>Light Blue</b>	4 or 5 levels below you, extremely low XP value
<b>Blue</b>	2 or 3 levels below you, low XP value
<b>Green</b>	your level plus or minus one, decent XP value
<b>Yellow</b>	2 or 3 levels above you, good XP value
<b>Orange</b>	4 or 5 levels above you, great XP value but a tough fight
<b>Red</b>	6 or 7 levels above you, great XP value but be prepared to die
<b>Pink</b>	8 or 9 levels above you, phenomenal XP if you can bring it down
<b>Grey</b>	10 or more levels above you, don't bother, you'll get owned and for no XP value

**/party "playername"** - sends invitation to join party to playername. must be on same map to use

**/yelling "message"** - widens range of common chat statement

**/town** or **/return** - returns character to nearest spawn point

**/defeat** - in duel, causes character to surrender without being killed

**/"emote"** - emotes are /victory, /beg, /love, /laugh, /clap, /greet, /start, /defeat, /provoke, /insult