CONTROLS PS4

Controls differ depending on whether your weapon has been drawn. When you approach enemies, your weapon will be drawn automatically, and your weapon will be sheathed when enemies are no longer present.

Controls when your weapon has been drawn

1. Zoom In/Out Mini-Map
2. Display Pause Screen
3. Summon/Mount Horse, Auto-Run (when mounted)
4 L1 Block, Somersault

5 Use Item

6 Select Item, Toggle Arrows (when in shooting mode)

7 Ready/Store Bow

8 L L3 Move
   ▶ Sheathe Weapon

9 Display Pause Screen, Skip Events

10 R2 Evade, Somersault, Dash (while jumping), Jump (when mounted)

11 R1 + △ □ X Trigger Attack
R1 + ○ Special Attack
when in front of a wall ▶ Grappling Hook

L + R1 ▶ Sprint (when mounted)

12

Reactive Attack

13

Flow Attack, Bow Attack (when in shooting mode)

14

Musou Attack

Jump, Dash (while jumping), Somersault, Dismount (when mounted), Store Bow (when in shooting mode)

15

when approaching a wall ▶ Wall Jump

16

Camera ▶ Lock-On

→ Attacks  → Actions  → Riding Mode

Controls when your weapon has been sheathed

The controls in red text can only be performed when your weapon has been sheathed.

1

Zoom In/Out Mini-Map

2

Display Pause Screen
3. L2 - Summon/Mount Horse, Auto-Run (when mounted)

4. L1 - Reset Camera

5. - Use Item

6. - Select Item, Toggle Arrows (when in shooting mode)

7. - Ready/Store Bow

8. L L3 - Move ➤ Draw Weapon

9. OPTIONS - Display Pause Screen, Skip Events

10. R2 - Evade, Dash (while jumping), Jump (when mounted)

11. L + R1 - Sprint ➤ when in front of a wall • Grappling Hook
Squat/Stand

Talk, Bow Attack (shooting mode)

This button is not used when your weapon is sheathed.

Jump, Dash (while jumping), Dismount (when mounted), Store Bow (when in shooting mode)

when approaching a wall ▶Wall Jump

Camera

▶Lock-On

→ Actions
→ Actions that can only be performed when your weapon is sheathed
→ Riding Mode