

Essential PC Keybinds

Movement & Actions	Building Keybinds	Combat & Inventory
Move ForwardW	Build ModeQ	FireLMB
Move LeftA	WallMouse Button 4	Target / AimRMB
Move BackwardS	FloorC or V	Weapon Slot 11
Move RightD	StairsMouse Button 5	Weapon Slot 22
Jump / AscendSpace Bar	RoofL-Shift (in build mode)	Weapon Slot 33
Sprint (Toggle/Hold)L-Shift	TrapT	Weapon Slot 44
Crouch (Toggle/Hold)L-Ctrl	Place BuildingLMB	Weapon Slot 55
Place MarkerAlt	Edit BuildingG or F	InventoryI
ReloadR	Rotate BuildingR (in build mode)	MapM

Building & Editing Mastery

Basic Building Blocks

Walls: The most common defensive piece. Use them instantly when taking fire. Keybind: Mouse Button 4.
Stairs (Ramps): Excellent for vertical movement and pushing opponents. Keybind: Mouse Button 5.
Floors: Connect walls/stairs, provide cover from above, or use as platforms. Keybind: C or V.
Roofs (Cones): Useful for protecting from above, creating angles, or trapping opponents. Keybind: L-Shift.
Quick Builds: Practice building walls, then stairs (Wall-Stair or 90s) in quick succession to gain height.
Protecting Yourself: Always put up walls immediately when shot at from any direction.
Material Types: Wood builds fastest but has least health. Brick is balanced. Metal has most health but builds slowest.
Build Bindings: Assign building piece keys to easily accessible mouse buttons or keyboard keys near movement.

Editing Techniques

Edit Key: Default is G or F. Choose one that feels comfortable.
Confirm Edit: Default LMB or G / F. Setting Confirm Edit on Release in settings is highly recommended for faster edits.
Reset Edit: Default RMB. Important for quickly restoring builds to their original state.
Window Edit: Select the 2 middle squares on a wall for a small window.
Door Edit: Select the 3 bottom middle squares (or 3 top) on a wall for a door.
Archway Edit: Select the bottom 3 squares on a wall to create an arch.
Ramp Edits: Edit stairs to change direction (rotate) or remove sections for lines of sight.
Floor Edits: Edit floors to create holes or partial coverage.

Advanced Build Fights

90s: Build a wall, then another wall perpendicular, jump, and place a floor and stair above you simultaneously. Repeat to gain height quickly.
Ramp Push: Build a ramp with walls on the sides and a floor below for protection as you advance.
Peeking: Build walls around yourself, edit a small window or door, shoot, and immediately reset the edit.
Taking Walls: Spray an opponent's wall to break it, then quickly place your own wall before they do.
Box Up: Quickly build four walls and a roof/floor around yourself for instant protection.
Edit Plays: Trap an opponent in a box, then edit for an angle to shoot them before they can react.
Build Order: When pushed from below, build a floor above you first, then walls and stairs.

Combat Tactics & Strategy

Weapon Handling

Shotguns: Essential for close-quarters combat. Aim for headshots. Practice pump timing or use faster-firing autos.
ARs: Your main tool for mid-range fights. Tap fire or burst at range, spray up close.

SMGs: Great for quickly destroying builds and close-range spraying after hitting a shotgun shot.
Snipers/DMRs: High-risk, high-reward. Use for long-range engagements. Listen for the shot to pinpoint enemy location.
Weapon Swapping: Learn to quickly swap between shotgun and SMG/AR after a shot to maximize damage.
Reload: Always reload when safe. Use R .
Inventory Setup: Keep shotgun in slot 1, AR in 2, SMG/Utility in 3, Heals in 4 & 5. (Common setup)
Controller Mapping: Consider remapping keys for faster weapon swaps if default 1-5 is awkward.

Positioning & Awareness

High Ground: Always aim to have the vertical advantage in fights. It provides better angles and cover.
Cover: Utilize natural cover (hills, rocks, buildings) and player-built cover (walls, boxes).
Sound Cues: Listen carefully for footsteps, building sounds, gliders, and gunshots to locate enemies.
Peek Angles: Use right-hand peeks (peeking from the right side of cover) as your character model is less exposed.
Minimap: Pay attention to storm circles and marked enemy locations.
Peripheral Vision: Be aware of surroundings, not just what's directly in front of you.
Predict Movement: Try to anticipate where enemies will move based on the zone and their current position.

Zone & Rotation

Early Rotation: Start moving towards the next zone early to avoid getting caught in the storm or encountering players rotating later.
Edge of Zone: Rotating along the edge of the storm can sometimes be safer than going through the middle.
Vehicle Use: Use vehicles (cars, boats, etc.) for faster rotations, but be mindful they make noise.
Launch Pads/Rifts: Use mobility items for quick and safe rotations over long distances.
Scan Ahead: Look for enemies or potential threats along your rotation path.
Avoid Open Areas: Stick to cover or build as you move across open fields.
Final Zones: Be prepared to build extensively in the smaller final circles. Resource management is key.

General Combat Tips

Practice Aim: Spend time in Creative maps or Warm-up modes to improve aim.
Stay Calm: Don't panic under pressure. Focus on building protection and taking smart shots.
Disengage: It's okay to disengage from a fight if you are at a disadvantage or third-partied.
Heal Up: Prioritize healing after a fight. Use builds for protection while healing.
Third-Partying: Listen for ongoing fights and consider joining to eliminate weakened opponents, but be ready for others to do the same.
Consumables: Carry a mix of healing and shield items. Small shields first, then large shields, then medkits.
Utility Items: Learn to use grenades, impulse grenades, etc., to your advantage.