




Horizon Zero Dawn mappings





Platforms: PS4/5 & PC





Control aims: Only essential controls for free roam in the open world. Many of these controls are not essential but some are required to progress in the tutorial mission. Those actions are marked in bold.

The following are details of the actions and the suggested control type for each one:

Decisions on controls have been made based on data found from playing through the first level of the game (Taha on PC)

Action	PC mapping	Context	Appropriate type
Move 	WASD	All	Hit trigger
Jump 	Space	All	Hit trigger
Sprint 	Left shift	All	Voice Command (toggle)

<p>Scan</p> 	V	All	Voice command (toggle)
<p>Crouch</p> 	C	All	Voice command + hit trigger
<p>Aim</p> 	Right Mouse	All	Voice command (hold)
<p>Shoot</p> 	Left Mouse	Aiming	Gesture

<p>Interact</p> 	E	Prompt on screen	Hit trigger
<p>Heal / alt interact</p> 	Q	All/ prompt on screen	Voice command
<p>Weapon wheel</p> 	Tab (hold)	All	Voice command
<p>Use item (rock)</p> 	Hold F and release	All	Hit trigger hold

Loot



Hold E

All

Voice command
(hold)

Menu



Enter

All

Voice command

Heavy Attack



Hold E

All

Voice command
(hold)