Orcs Must Die! 3 (PC) cheat sheet

General

W/A/S/D	Movement
B	Inventory/Spell Book (but inaccessible after you tell the Orcs to come in)
G	Go or tell the Orcs to come in and start the round.
Esc	Options.
[0 - 9]	Select inventory option to use (the numbers are on the screen)
Shift + W/A/S/D	Run
Space	Jump and double-jump
Left click	Primary weapon/trinket or lay trap (depending on inventory item selected)
Right click	Secondary weapon/trinket effect
E	Sell placed trap (but only between "Go breaks"/orc waves)
R	Rotate trap for placement
V	Co-op Commands

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More information: *defkey.com/orcs-must-die-3-shortcuts*

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