



A Healer's Almanac

a traditional Chinese medicine village life sim

OFFICIAL DOCUMENTATION

Keybindings and Controls

A Healer's Almanac - a traditional Chinese medicine village life sim

KEYBINDINGS

A quick reference to the player controls in the current build of A Healer's Almanac. The game is played with keyboard and mouse; there is no controller support at this time. Many actions are bound to two keys, so you can use whichever feels more natural as you explore, gather, and care for the village.

Movement is WASD or the Arrow keys. Interact is E or Spacebar. These are the two most-used controls, so keep them in mind from your very first steps in the village.

Movement

W or Up Arrow	Move up (north)
S or Down Arrow	Move down (south)
A or Left Arrow	Move left (west)
D or Right Arrow	Move right (east)

Interaction

Face an object, then press the interact key. A small prompt appears whenever something nearby can be used, such as a villager to talk to, an herb to gather, a bed to rest in, or a workstation to craft at.

E or Spacebar	Interact with villagers, objects, beds, and workstations; advance dialogue. A left-click does the same.
Enter	Advance dialogue and confirm selections
W / Up or S / Down	Choose between dialogue options when a conversation branches
Hold Left Mouse Button on a tree or rock	Keep chopping or mining until it is cleared

Interface

Your Journal opens directly to a chosen tab with a single key, and pressing that same key again closes it. Every current Journal tab has its own shortcut, and the World Map has a separate dedicated key.

I	Open or toggle the Player tab (stats and appearance)
B	Open or toggle the Inventory tab (items and equipment)
R	Open or toggle the Doudou tab (your robot helper)
N	Open or toggle the Folks tab (village relationships)
Q	Open or toggle the Quest log tab
X	Open or toggle the Codex tab
V	Open or toggle the Feats tab
T	Open or toggle the Mastery tab
C	Open or toggle the Calendar tab
Tab	Open the Journal on the tab you used last
M	Open or close the World Map after receiving the Village Map
Escape	Cancel, close the current panel, or open the pause menu

Up / Down or W / S	Navigate menu options
Enter	Confirm a menu selection

Press Z to trigger Smart Organize while the Journal is open on the Inventory or Player tab. The pause menu (Escape) is where you reach saving, settings, and the language toggle between English and Simplified Chinese.

Hotbar and Items

The hotbar holds your quick-access items. Choose a slot with a number key, or roll the mouse wheel to cycle through your selection.

1 through 9	Select hotbar slots 1 through 9
0	Select hotbar slot 10
Mouse Wheel Up / Down	Cycle the hotbar selection forward or backward
Shift + Left Click on a belt slot	Quick-fill that bag: sweep matching items from your backpack into it

Mouse

Mouse interactions in the world and in menus.

Input	Action
Left Click on the ground	Walk to the clicked tile
Left Click on a villager or object	Walk over and interact with it
Left Click on a tile (tool selected)	Use the selected tool: till, water, or plant
Left Click during dialogue or a menu	Advance the dialogue, or confirm the choice
Hover over an item	Show its name and details (this is how you inspect or identify an item)
Right Click on an item in your bag	Open its action menu (eat, cook, gift, and more)
Interact prompt, or Left Click on a ground item	Pick up a dropped world item

Remapping

The current build uses the fixed key layout shown above; a custom key-rebinding screen is not yet available. Display, audio, gameplay options, and the English and Simplified Chinese language toggle are all adjusted from the in-game Settings, which you reach through the pause menu (Escape). If a key you expect is not listed here, it is either not bound in the current build or handled by a context-sensitive prompt. This reference lists only confirmed player controls.

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