Tabletop Simulator Cheat Sheet

by Risen (risen) via cheatography.com/188226/cs/40215/

Getting Started

Load Tabletop Simulator from Steam. You will be greeted by a screen that says "Join" or "Create". Select "Join". The "Server Browser" may take a moment to load as there are often many game rooms. At the top of the screen click on the search box and enter the information provided by the host.

--- Changing Color ---

In order to interact with a game you create or join, you need to select a "color" to represent you.

Click on your name on the top right and then choose “Change Color” and change to a different color (both left and right click works). This also changes your seat location, but you can see exactly where you will be moving to if that affects your color choice. You can also join/c-hange your team.

--- Notebook ---

The Notebook is a multi-use booklet which includes the rules of the game, private notes and the ability to delete and create other pages.

--- Teams ---

Teams are a way to group Players in a game together so they can better work together. There are 5 teams, Hearts/Clubs/Spades/Diam-onds/Jokers.

---Teammate Features

Being on the same team grants many advantages that allow players to work together in secret.

See each other's private info (Hand Zones, Hidden Zones, Notebook Pages)

Private voice chat, Private in-game chat channel (Only available when on a team)

---Joining a Team

Click on your own name in the upper right and, from the dropdown, select Change Team. This opens the selection menu where a team is selected.

---Leaving a Team

Follow the same steps taken when joining a team but select None for which team to join.

In Game Help

?	On screen controls guide

Movement and Camera Controls

Hold RMB	Rotate Camera
Scroll MMB	Zoom In & Zoom Out
Click MMB or Z	Quick Zoom To Location
Spacebar	Reset Camera
WASD	Move Camera
P	Change Camera Mode

--- First Person Camera Mode Controls ---

WASD keys in combination with the **RMB** moves in first person mode.

Spacebar	Fly Camera Up
Ctrl	Fly Camera Down

--- Creating Camera States ---

To save a camera state, move your camera where you want to save, then right click on a table or non-object and this will bring up the Global Contextual Menu. Click on Save Camera and choose the number you wish to save it into.

Alternatively, you can use the hotkey **Ctrl + #**

--- Loading Camera States ---

To load up a camera save, open the Global Contextual Menu, click on Load Camera and choose the number. The hotkey for this is **Shift + #**

▶ Object Manipulation

Click & Hold LMB on an object to pick it up (If object is locked you will not be able to pick it up)

Long Click & Hold LMB on an object to pick it up a stack (like a deck of cards)

To pick up two or more objects, you can hold one object and hover over another **RMB** to pick up additional objects

An easier option to pick up multiple objects **Click, Hold & Drag LMB** anywhere on the table to highlight multiple objects in a box.

While holding an object, you can press the **RMB** to tap it down

Flip an object by pressing the **F key**, **MMB**, or **right clicking** on it to bring up the menu and select the 'Flip' option

Zoom in on a specific object by hovering over it and pressing the **ALT key** – this works best for cards

While in ALT Zoom mode, use the **MMB** to zoom in and out further and the **Q** & **E** keys to rotate

RMB on any object will bring up the Context Menu

The majority of gameplay within Tabletop Simulator requires you to manipulate objects: moving them, placing them, rotating them, etc.

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Advanced Controls

Tab	Ping a location
R	Shuffle / Roll Dice
B	Applies or removes a Blindfold
G	Groups Objects together
M	Magnify areas
N	Nudge Objects
P	Change Camera View
U	Place an Object under another (Not meant for decks)
ALT + SHIFT	Peek at the underside of an Object
Number Row Keys	Draw a number of items
Number Pad Keys	Activate scripting via hotkeys. If there is no scripting, they perform no action
+ / -	Scales Objects
--- ALT Modifier ---	
By default, ALT shows a zoomed preview of the Object the mouse is hovering over. But it is also used as a modifier for other keys.	
ALT Rotate **(Q/E/Scroll wheel)**	Rotate on a different axis
ALT + MMB	Flips on a different axis
ALT + RMB	Drops the last grabbed Object or the bottom card of a held deck
ALT + Shift + Q / E	Alternative scaling method

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