ForexTerminals
The 40-Hotkey Action Bar Guide

Your complete MMO-style action bar: 4 groups × 10 hotkeys, drag & drop, combat key, pets and potions · Game version 4.06



The Layout — 4 Groups of 10

Your hotbar sits at the bottom-center of the screen like a classic MMO action bar. It holds 40 hotkeys total, split into 4 groups of 10:

Bar Position	Keys	Press
Row 1 — bottom left	1 – 10	Plain number keys (or Numpad 1–0)
Row 2 — top left	1 – 10	Ctrl + number
Row 3 — top right	1 – 10	Alt + number
Row 4 — bottom right	1 – 10	Shift + number

Drag & Drop — Build Your Own Bar

- **From the Inventory (I):** drag any item card — pets, HP/MP potions, meats, cakes, elixirs, antidotes, harvested crops — onto any hotkey slot, empty or occupied. The icon is bound to that key instantly.
- **Between hotkeys:** drag any hotkey icon onto another slot to move it, or drag two icons onto each other to swap them.
- **To remove:** drag an icon outside the hotbar box and drop it — the slot clears. (Exception: the Fighting/Combat key cannot be deleted, only moved.)
- **It remembers:** your custom hotbar layout is saved and survives restarts.
- **Hover a slot:** the tooltip shows the bound key combo, the action name, its description, and the drag hint.

The Default 40 Keys (out of the box)

Row 1 — Plain keys 1 to 0 (emotes & adventure)

Key	Action	What It Does
1	Wave Greeting	Wave hello to nearby players & NPCs
2	Floss Dance	Break into the floss dance
3	Blow a Kiss	Blow a heart kiss

4	⚔ Fight / Strike	THE COMBAT KEY — strike with your equipped weapon once (auto-equips your best weapon if nothing is equipped). In a cemetery hunt it strikes the skeletons in the arena. Cannot be deleted, only moved.
5	The Worm	Breakdance worm across the floor
6	Floor Nap	Lie down and catch some Zzz
7	Royal Mount	Mount / dismount / summon your Royal Stable horse
8	Summon Pet	Summon or recall your RPG fighting pet
9	Mine Gold Vein	Swing the pickaxe at gold veins
0	Interact / Use	Interact with the nearest NPC, seat or object

Row 2 — Ctrl + keys (tools & terminals)

Key	Action	What It Does
Ctrl+1	AI Chat Playground	Open the FreeLLM AI Chat (port 3001)
Ctrl+2	The Chairman	Open the Hermes Council of Fifteen (port 8888)
Ctrl+3	Bloomberg Terminal	Launch the Bloomberg / Amber Terminal (port 3787)
Ctrl+4	Quant Terminal	Launch the Quant Trading Terminal (port 3777)
Ctrl+5	Market Tickers	Live market tickers & charts
Ctrl+6	World Map	World floorplan & fast-travel map
Ctrl+7	Inventory Bag	Open inventory: items, arsenal, horses & pets
Ctrl+8	Royal Wardrobe	Customize armor, hair & colors
Ctrl+9	FM Radio Tuner	Open the FM radio & music streamer
Ctrl+0	Apothecary	Teleport to Vesper's HP & MP Potion Shop

Row 3 — Alt + keys (medicine & emotes)

Key	Action	What It Does
Alt+1	Crimson HP Potion	Drink Crimson Vitality Potion (+60 HP)
Alt+2	Sapphire MP Potion	Drink Sapphire Arcane Potion (+50 MP)
Alt+3	Sunburst Stamina	Drink the Stamina Phial (+50 Stamina)

Alt+4	Royal Elixir	Full HP/MP restore & cures all ailments
Alt+5	Sunleaf Burn Salve	+25 HP
Alt+6	Silverroot Poultice	+40 HP, cures injuries
Alt+7	Serpent's Antidote	Cures poison
Alt+8	Acrobatic Backflip	Full acrobatic backflip
Alt+9	Slow Clap	Dramatic slow clap
Alt+0	Facepalm	Disappointed facepalm

Row 4 — Shift + keys (fast travel)

Key	Action	What It Does
Shift+1	Council Chamber	Teleport to the Royal Council of Fifteen
Shift+2	Royal Palace	Teleport to the Queen's Throne Room (Queen's Quest board)
Shift+3	Adventurer's Tavern	Teleport to the tavern & gold vein
Shift+4	Royal Stableyard	Teleport to the stables & Weaponsmith Forge
Shift+5	Jousting Arena	Teleport to the jousting lists
Shift+6	Castle Grounds	Teleport to the courtyard & Apothecary
Shift+7	Rooftop Farm	Teleport to the rooftop farm & helipad
Shift+8	Night Bar	Teleport to the Night Bar (Dex)
Shift+9	Hackers Club	Teleport to the Hackers Club
Shift+0	Fight Club	Teleport to the Underground Fight Club

Combat & Pets — How the Hotkeys Fight

- **The Fight key (default 4):** one press = one weapon strike. It swings at a nearby training dummy / quintain in town for silent practice (no XP, no damage in town — real fighting lives in the arenas). Inside a Queen's Quest cemetery hunt, the same key strikes the skeletons in the arena itself. You can move it to any slot — but it can never be deleted, and the game always keeps at least one combat key on the bar.
- **Pet hotkeys:** drag a pet card from the inventory onto a slot. First click summons that pet, a second click on the same key recalls it. Summoning a different pet auto-stores the one that is out. A pet stored in the Adventurer's Vault must be retrieved first (visit the Tavern).
- **Potions & food:** drag HP potions, MP potions, meats or cakes onto keys. Press the key to use one; the icon shows how many you carry. If you run out, the hotkey does nothing (no free channel-heal) — buy more at the Apothecary (Vesper) or from food sellers (Aldric & Sera).
- **Pet drinks along:** when you use a healing item from a hotkey, your summoned pet is topped up beside you automatically.
- **Feeding the pet directly:** drag a potion icon onto your pet's icon in the Inventory to feed it instantly.

- **Numpad friendly:** every hotkey also accepts the matching Numpad key.

Quick Tips

- **Recommended first setup:** put your best HP potion on Alt+1, an MP potion on Alt+2, your pet on 8, and keep the Fight key handy — that is all you need for your first cemetery hunt.
- **Higher-tier potions:** as you level, replace the default Lv-1 potions with the highest tier you can buy (they unlock by level) — just drag the new item onto the same slot to overwrite it.
- **Travel fast:** the whole Shift row is a fast-travel network — Shift+2 to the palace for quests, Shift+3 to the tavern for the pet shop and gold vein.
- **Stuck?** open the Inventory (Ctrl+7 or I) to see all pets, weapons, produce and medical satchel items you can drag onto the bar.



To heal your pet, drag the HP potion to your pet icon.
To heal yourself, click on the HP potion.

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