

The Elder Scrolls V

SKYRIM®

KINECT VOICE COMMANDS

To further enhance your adventures, we've added more than 200 Voice Commands available to players using Kinect. Learn how to harness the power of the Thu'um and other Voice Commands using the capitalized words in the guide below.

When Kinect is Disabled

RB: Shout/Powers

When Kinect is enabled:

RB: Enabled dragon language shouts

LB + RB: Shout/Powers

MAIN GAMEPLAY

Only usable during main gameplay.

QUICK ITEMS
Opens Inventory Menu

QUICK MAGIC
Opens Magic Menu

QUICK SKILLS
Opens Skills Menu

QUICK MAP
Opens Map Menu

QUICK SAVE
Quick-saves

QUICK LOAD
Quick-loads

NEW SAVE
Saves into a New Save Slot

PAUSE GAME
Pauses the game

SHOUTS

Only usable during main gameplay. There are two things to remember for Kinect shouts.

First, you need to have the shout unlocked to the level that you want to use before the Kinect will allow you to do it, i.e., if you haven't unlocked Fire Breath, saying the shout in English or Dragon Language will do nothing.

Second, you can say the Shout in English or Dragon Language.

1. English Language. Available without holding **RB**. You can say the name of the shout, e.g UNRELENTING FORCE, which will trigger the highest known level of the shout.

2. Dragon language. Only available when holding **RB**. You can say one, two, or three words in the dragon language of the shout which will trigger the corresponding level of shout.

UNRELENTING FORCE
or FUS RO DAH

DISMAY
or FAAS RU MAAR

BECOME ETHEREAL
or FEIM ZII GRON

WHIRLWIND SPRINT
or WULD NAH KEST

ELEMENTAL FURY
or SU GRAH DUN

CLEAR SKIES
or LOK VAH KOOR

FIRE BREATH
or YOL TOOR SHUL

DRAGONREND
or JOOR ZAH FRUL

CALL OF VALOR
or HUN KAAL ZOOR

CALL DRAGON
or OD AH VIING
(No 1st or 2nd level variations of this shout)

ANIMAL ALLEGIANCE
or RAAN MIR TAH

AURA WHISPER
or LAAS YAH NIR

DISARM
or ZUN HAAL VEEK

MARKED FOR DEATH
or KRUI LUN AUS

FROST BREATH
or FO KRAH DIIN

STORM CALL
or STRUN BAH QO

KYNE'S PEACE
or KAAD DREM OV

SLOW TIME
or TIID KLO UL

THROW VOICE
or ZUL MEY GUT

ICE FORM
or IIZ SLEN NUS

FAVORITES MENU & HOTKEY EQUIPPING

Only usable in the Favorites menu.

ASSIGN <hotkey command> sets the selected item to the spoken hotkey. <hotkey command> can be any of the following:

- | | | | |
|------------------|--------------------|-------------------|-----------------|
| • HEALTH POTION | • DAGGER | • BATTLEAXE | • BOUND WEAPON |
| • MAGICKA POTION | • BOW | • WARHAMMER | • SUMMON SPELL |
| • STAMINA POTION | • SHIELD | • FIRE SPELL | • ARMOR SPELL |
| • POISON | • DUAL WIELD LEFT | • FROST SPELL | • CALM SPELL |
| • SWORD | • DUAL WIELD RIGHT | • LIGHTNING SPELL | • FRENZY SPELL |
| • MACE | • SOUL TRAP | • WARD SPELL | • HEALING SPELL |
| • AXE | • GREATSWORD | • RITUAL SPELL | • LIGHT |

Only usable during main gameplay.

| | | |
|---|---|--|
| <div>EQUIP <hotkey command></div> <div>Equips item in the default hand</div> | <div>EQUIP LEFT <hotkey command></div> <div>Equips item in the Left hand, if possible.</div> | <div>EQUIP RIGHT <hotkey command></div> <div>Equips item in the Right hand, if possible.</div> |
| <div>EQUIP DUAL <hotkey command></div> <div>Equips the item in both hands, if possible.</div> | <div>EQUIP SWORD AND SHIELD/ EQUIP MACE AND SHIELD/ EQUIP AXE AND SHIELD/ EQUIP DAGGER AND SHIELD</div> <div>Equips the item assigned to the Sword / Mace / Axe / Dagger hotkey in the right hand, and the item assigned to the Shield hotkey in the left hand.</div> | <div>EQUIP DUAL WEAPONS</div> <div>Equips the item assigned to the DualWieldLeft hotkey in the left hand, and the item assigned to the DualWieldRight hotkey in the left hand.</div> |

FOLLOWER COMMANDS

| | | |
|---|--|---|
| <div>ALLY <action command></div> <div>Tells the ally to activate the thing you’re looking at, as if you entered Command Mode and selected it.</div> | | |
| <div>FOLLOW / FOLLOW ME</div> <div>Ally follows you</div> | <div>WAIT / WAIT HERE</div> <div>Ally stays where they are</div> | <div>TRADE / ITEMS</div> <div>Opens the Teammate Menu</div> |
| <div>OPEN</div> <div>Ally opens the container/door you’re looking at</div> | <div>STAND</div> <div>Ally stands at the spot you’re looking at</div> | <div>RETRIEVE</div> <div>Ally picks up the item you’re looking at</div> |
| <div>ATTACK</div> <div>Ally attacks the NPC you’re looking at</div> | <div>INTERACT / USE</div> <div>Does a generic Interact command with the ally. Same as if you entered Command mode and pressed A. What the ally does is dependent on what you’re looking at.</div> | |

ITEMS MENU

After opening ITEMS, the following commands open the corresponding categories:

- | | | |
|-------------------|---------------|-----------------|
| • FAVORITES | • POTIONS | • BOOKS |
| • ALL | • SCROLLS | • KEYS |
| • WEAPONS | • FOOD | • MISCELLANEOUS |
| • APPAREL / ARMOR | • INGREDIENTS | |

After opening any of the above sub-menu categories, you can use the following to sort your items.

| | | |
|--|--|---|
| <div>SORT BY NAME</div> <div>Sorts the item list by name, increasing. If the list is already sorted by name increasingly, sorts it decreasingly.</div> | <div>SORT BY WEIGHT</div> <div>Sorts the item list by weight, decreasing. If the list is already sorted by weight decreasingly, sorts it increasingly.</div> | <div>SORT BY VALUE</div> <div>Sorts the item list by value, decreasing. If the list is already sorted by value decreasingly, sorts it increasingly.</div> |
| <div>CLOSE MENU</div> <div>Closes the menu</div> | | |

BARTER MENU

Only usable in the Barter menu

THEIR <category> where <category> can be any of the vendor categories:

- ITEMS
 - WEAPONS
 - APPAREL / ARMOR
 - POTIONS
- SCROLLS
 - FOOD
 - INGREDIENTS
 - BOOKS
- KEYS
 - MISCELLANEOUS

MY <category> where <category> can be any of the player categories:

- ITEMS
 - WEAPONS
 - APPAREL / ARMOR
 - POTIONS
- SCROLLS
 - FOOD
 - INGREDIENTS
 - BOOKS
- KEYS
 - MISCELLANEOUS

After opening any of the above sub-menu categories, you can use the following to sort your items.

SORT BY NAME

SORT BY WEIGHT

SORT BY VALUE

CLOSE MENU

CONTAINER MENU

Only usable in the Container menu

THEIR <category> where <category> can be any of the container categories:

- ITEMS
 - WEAPONS
 - APPAREL / ARMOR
 - POTIONS
- SCROLLS
 - FOOD
 - INGREDIENTS
 - BOOKS
- KEYS
 - MISCELLANEOUS

MY <category> where <category> can be any of the player categories:

- ITEMS
 - WEAPONS
 - APPAREL / ARMOR
 - POTIONS
- SCROLLS
 - FOOD
 - INGREDIENTS
 - BOOKS
- KEYS
 - MISCELLANEOUS

After opening any of the above sub-menu categories, you can use the following to sort your items.

SORT BY NAME

SORT BY WEIGHT

SORT BY VALUE

SET LOOT LIMIT <value>

Sets the value that the LOOT ITEMS voice command should use.
Loot limit defaults to 0.

0

10

50

5

25

100

LOOT ITEMS

Takes all items from a container whose value-to-weight ratio is greater than or equal to the loot limit. For example, if the loot limit is 100, an object with a weight of .1 and value of 100, would have a value to weight ratio of 1000, so it would qualify. If the loot limit is 0, only weightless items with value are taken, i.e. gold.

CLOSE MENU

MAGIC MENU

After opening **MAGIC**, the following opens the menu to the corresponding category:

- | | | | |
|-----------|-------------|-------------|------------------|
| FAVORITES | ALTERATION | CONJURATION | POWERS |
| ALL | ILLUSION | RESTORATION | ACTIVE EFFECTS / |
| | DESTRUCTION | SHOUTS | EFFECTS |

CHARACTER MENU

After opening **CHARACTER**, the following opens the menu to the corresponding category:

- | | | | |
|-------|-------|--------|-----|
| ITEMS | MAGIC | SKILLS | MAP |
|-------|-------|--------|-----|

MAP MENU

After opening **MAP**, the following centers the camera on the corresponding locations:

- | | | |
|-----------|----------|------------|
| WINDHELM | MORTHAL | RIFTEN |
| FALKREATH | SOLITUDE | WHITERUN |
| DAWNSTAR | MARKARTH | WINTERHOLD |
-
- | | | |
|------------------------|---|---|
| PLAYER / WHERE AM I | WAYPOINT | QUEST MARKER / QUEST |
| Centers camera on you. | Centers camera on marker set by you, if applicable. | Centers camera on active quest target. Saying it multiple times will cycle through targets. |

SKILLS MENU

After opening **SKILLS**, use the following commands to center the camera on that skill's perk tree:

- | | | | |
|------------|-------------|-------------|-------------|
| ONE HANDED | HEAVY ARMOR | ALCHEMY | ILLUSION |
| TWO HANDED | LIGHT ARMOR | SPEECH | RESTORATION |
| ARCHERY | PICKPOCKET | ALTERATION | ENCHANTING |
| BLOCK | LOCKPICKING | CONJURATION | |
| SMITHING | SNEAK | DESTRUCTION | |