

# Gestures

Used to communicate with other players. The gesture menu is accessed with the Select / Back button.

Motion sensing is enabled for the Playstation 3's Sixaxis controller. In theory, the game will recognize a pattern of movement when the player holds the X button down and then enact an assigned gesture.

Image	Gesture	Description	How to obtain
	<b>Point Forward</b>	Player points forward	Available at start
	<b>Point Up</b>	Player points up	Available at start
	<b>Point Down</b>	Player points down	Available at start
	<b>Beckon</b>	Player gestures to come nearer	Available at start
	<b>Wave</b>	Player waves	Available at start
	<b>Bow</b>	Player performs a bow	Available at start
	<b>Proper Bow</b>	Player performs a more respectable bow	Given by Dusk of Oolacile
	<b>Hurrah!</b>	Player pumps fist in the air	Given by Andre of Astora
	<b>Joy</b>	Player jumps with joy!	Given by Domhnall of Zena
	<b>Shrug</b>	Player raises his palms and shakes his head	Given by Petrus Of Thorolund
	<b>Prostration</b>	Player falls on his knees	Given by Patches
	<b>Look Skyward</b>	Player lifts hand to his brow and looks up toward the sky	Given by Shiva of the East
	<b>Well! What is it?</b>	Player extends both arms and steps forward	Given by Oswald of Carim
	<b>Prayer</b>	Player drops to one knee and prays	Given by Rhea of Thorolund, Knight and Cleric starting classes have this, instead of Joy
	<b>Praise the Sun</b>	Player raises his arms toward the sun	Given by statue that allows joining Warrior of Sunlight covenant (must meet Faith prerequisite to interact with statue, but need not join the covenant)

Revision #1

Created 16 December 2024 14:12:40 by jade

Updated 16 December 2024 14:12:40 by jade