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.

**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 🔴. You can say the name of the shout, e.g. **UNRELENTING FORCE**.

2. **Dragon language.** Only available when holding 🔴. 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**

- English: **UNRElENTINg For CE**
- Dragon: **FUs r o dah**
- Dragon: **dIsmay**
- Dragon: **Faas rU maar**
- Dragon: **BEComE  EThErEal**
- Dragon: **FEIm  ZII  groN**
- Dragon: **WhIrl WINd sprINT**
- Dragon: **WUld Nah KEsT**
- Dragon: **sU  grah dUN**
- Dragon: **ClEar sKIEs**
- Dragon: **l oK vah Koor**

**Elemental Fury**

- English: **ELemENT al FUry**
- Dragon: **or af ah vIING**

**Marked For Death**

- English: **MARkED For dEa Th**
- Dragon: **seth**

**Storm Call**

- English: **STorm Cal**

**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
FAVORITES MENU & HOTKEY EQUIPPING

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

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

Only usable in the Favorites menu.

EQUIP <hotkey command> Equips item in the default hand.

EQUIP LEFT <hotkey command> Equips item in the Left hand, if possible.

EQUIP RIGHT <hotkey command> Equips item in the Right hand, if possible.

EQUIP DUAL <hotkey command> Equips the item in both hands, if possible.

EQUIP SWORD AND SHIELD/ EQUIP MACE AND SHIELD/ EQUIP AXE AND SHIELD/ EQUIP DAGGER AND SHIELD

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.

EQUIP DUAL WEAPONS

Equips the item assigned to the DualWieldLeft hotkey in the left hand, and the item assigned to the DualWieldRight hotkey in the left hand.

CLOSE MENU Closes the menu

FOLLOWER COMMANDS

ALLY <action command> Tells the ally to activate the thing you’re looking at, as if you entered Command Mode and selected it.

FOLLOW / FOLLOW ME

Ally follows you

OPEN

Ally opens the container/door you’re looking at

ATTACK

Ally attacks the NPC you’re looking at

WAIT / WAIT HERE

Ally stays where they are

STAND

Ally stands at the spot you’re looking at

TRADE / ITEMS

Opens the Teammate Menu

RETRIEVE

Ally picks up the item you’re looking at

INTERACT / USE

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.

ITEMS MENU

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

- FAVORITES
- ALL
- WEAPONS
- APPAREL / ARMOR
- POTIONS
- SCROLLS
- FOOD
- INGREDIENTS
- BOOKS
- KEYS
- MISCELLANEUS

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

SORT BY NAME

Sorts the item list by name, increasing. If the list is already sorted by name increasingly, sorts it decreasingly.

SORT BY WEIGHT

Sorts the item list by weight, decreasing. If the list is already sorted by weight decreasingly, sorts it increasingly.

SORT BY VALUE

Sorts the item list by value, decreasing. If the list is already sorted by value decreasingly, sorts it increasingly.

CLOSE MENU Closes the menu
**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.

<table>
<thead>
<tr>
<th>Value</th>
<th>0</th>
<th>10</th>
<th>50</th>
<th>100</th>
</tr>
</thead>
<tbody>
<tr>
<td>Limit</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
<td>25</td>
<td>50</td>
<td>100</td>
</tr>
</tbody>
</table>

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**
  - All

- **Alteration**
  - Illusion
  - Destruction

- **Conjuration**
  - Restoration
  - Shouts

- **Powers**
  - Active Effects / 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**
- **Rift**

- ** Falkreath**
- **Solitude**
- **Whiterun**

- **Dawngarth**
- **Markarth**
- **Winterhold**

- **Player / Where Am I**
  - Centers camera on you.

- **Waypoint**
  - Centers camera on marker set by you, if applicable.

- **Quest Marker / Quest**
  - 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**

© 2012 Bethesda Softworks LLC, a ZeniMax Media company. All Rights Reserved.