

Character Generation screen

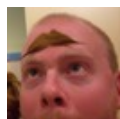
| | |
|--------|---|
| Arrows | Select items (portraits, menu entries...) |
| Enter | Validate selection |
| B | Back |
| R | Reroll |
| M | Modify |
| O | Ok |
| F | Faces |
| K | Keep |
| P | Play |

Main game window

| | |
|------------------------|--|
| C | Camp |
| I | Inventory |
| U | Use / Attack |
| M | Manipulate / Pull |
| D | Drop |
| G | Take |
| T | Throw |
| P | Switch between Character info / Equipment in inventory |
| F1, F2, F3, F4 | Switch active character |
| 1, 2, 3, 4, 5 | Choose spell |
| Space | Cast chosen spell |
| Arrows | Move Left, Right, Forward, Backward |
| Home | Rotate left |
| Page Up | Rotate right |
| Shift + F1, F2, F3, F4 | Swap character position |
| Z | Cycle down through items in inventory |
| W | Cycle up through items in inventory |
| A, S | Cycle left/right through items in inventory |

Warning: I am not sure I got all the keys, there might be some actions missing. I checked the manual from the game, but couldn't find answers.

Eye of the Beholder for MSDOS



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