

Computer

Esc	Quit game
F1	Sound ON/OFF

All characters

W, A, S, D	Movement (1)
E	Engage with the object currently under your character (2)
X	Swap weapons (3)
Z	Show condition of worn armor
C	Close a door (4)
L	Light a lantern
F	Light a flare (5)
Space	Pass a turn
R	Use ring of invisibility
T	Teleport using crystal

- (1) There is no diagonal movement in this game.
- (2) Take item, use teleport...
- (3) Also shows the condition of the weapon.
- (4) The game will ask which door you want to close; choose using arrows.
- (5) Flares reveal what's beyond the lantern light and blinds enemies.

Attack: Bump into enemies to attack them.

Fighter / Mage class specifics

H Read the holy book to dispel ethereal enemies and stun some others.

Fighters can wield Dagger, Scimitar, Sword, Club and Hammer. They cannot use attack/heal spells. They can carry 2 weapons.

Mages can wield Dagger, Scimitar, Staff and Wand. They can use attack spells. They can carry 1 weapon.

Wizard class specifics

H	Use mana to heal
PgUp / PgDown	Use two crystals to teleport between floors (floor drift)

Wizards can wield Dagger, Scimitar, Staff, Wand and Magical Sword. They can use attack/heal spells. They can carry 1 weapon.

Lantern Light for MSDOS



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