

Lantern Light for MSDOS keyboard mapping Cheat Sheet by TME520 (TME520) via cheatography.com/20978/cs/41746/

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) |
| Χ | Swap weapons (3) |
| Z | Show condition of worn armor |
| С | Close a door (4) |
| L | Light a lantern |
| F | Light a flare (5) |
| Space | Pass a turn |
| R | Use ring of invisibility |
| Т | 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 | |
|---|---|
| Н | Use mana to heal |
| PgUp / PgDown | Use two crystals to teleport between floors (floor drift) |
| Wizards can wield Dagger, Scimitar, Staff, Wand and Magical | |

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

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