



Quick Reference Card

kaldur's (Sate

Quick Reference Card

PHUSE/UNPHUSE Press Space to pause on or off (to play the game like a turn-based game). When paused you can assign actions to any of your characters - they will perform these actions when you un-pause.

> Press Tab or hold the pointer over an object to bring up a tool tip. You can configure how quickly the tool tips appear on the

Options Screen. Press on any secondary screen to rest [or] talk to an inn

GAME SCREEN ESC

hecp

RESCING

CHARACTER SECECTION

Select Single Character L click on character, or L click on

keeper and choose the Rent Room option

character portrait or, Select Character 1 - 6

Select Group Drag a box around characters with L click of the mouse, or:

Ctrl + L click on character or character portrait, or Ctrl Add/Remove and drag a box around characters with L click

Center on Double L click on character, or Double L click on character Character portrait

MOVEMENT/ACTIONS

Configure

Walk to Point L click on ground to make the selected character(s) walk there. Shift + L click on ground creates a series of waypoints that Walk to Waypoint your character(s) will follow.

Rotate Formation R click and drag in circular motion when you have more than one character selected. The characters will walk to the formation that you have assigned, and face the new direction.

Guard G Protect Creature L click on , L click on creature. Your character will protect

this creature and fight anyone who attacks. Protect Point L click on L click on ground.

Protect Area L click on , L click and drag to define the area.

L click on , L click on creature.

R click on

Quick Weapon Attack L click on L click on creature you wish to attack. Select Ammo R click on L click on desired ammo.

Group Attack

L click on L click on creature you wish to attack.

Cast Spell | S L click on L click on desired spell, L click on target. Quick Spell Cast Spell L click on

L click on target. L click on desired spell. Use Item L click on L click on desired item, L click on target.

Quick Item

Use Item L click on L click on target. Configure R click on , L click on desired choice.

Turn Undead

Bard Song

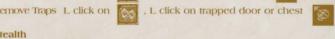
Detect Traps and Secret Doors

Thieving

Pick Pockets L click on L click on creature

Open Locks L click on L click on door or chest

Remove Traps L click on



Stealth

Special Abilities , L click on ability, L click on target. L click on

Group Stop/Stop Current Action

Group Formations

MHD SCREEN M

Якен Мир:

Change View Area L drag green box. Zoom In On Point L double click on point.

Zoom In On Character L double click on character's ring, or R click on character portrait.

appears.

MORED MAD: Left drag when

Scrolling JOURNAL SCREEN J

OPCIONS SCREEN O

INVENCORY SCREEN

CHARACTER RECORD R

MAGE BOOK SCREEN W and DRIEST SCROLL SCREEN P Memorize: L click on spell slots to choose spells to memorize. These spells

will be memorized the next time the party rests.

Description: R click on spell icon to see the spell description.

Copy From Scroll: R click on the scroll. L click on the "Write Magic" button.

LIST OF CHARACTER SCHOOL ICONS

86	Bad Luck	II	Held	0	Prot. from Magic			
月	Bard Song	ľ	Heroism	0	Prot. from Missiles			
太	Barkskin	1	Intoxicated	ⅎ	Prot. from Petrification			
Z	Bezerk		Invulnerability	@	Prot. from Poison			
*	Blessed	+	Level Up	1	Prot. from Undead			
€	Blind	12	Luck	or or	Regenerate			
怠	Chant	Q	Magic Armor	®	Resist Fear			
9	Charm 9		Nondetection		Resist Fire-Cold			
0	Confusion		Panic	0	Rigid Thinking			
0	Cursed	œ.	Poisoned	幕	Shield			
0	Dire Charm	D	Prot. from Acid	9	Silenced			
嗪	Disease	®	Prot. from Cold	logic	Sleep			
W	Fatigued	Ð	Prot. from Electricity	図	Slowed			
≈	Free Action	Ð	Prot. from Evil	*	Strength			
2	Haste	3	Prot. from Fire					
List of Cursors								

\times	Attack		Locked Chest/Door	S	Remove Traps
0	Blocked Location	8	Move	0	Rotate Formation
F3)	Cast Spell	*	Open Door	"all	Take Stairs
\$	Change Marching Order	F	Open Locks	169	Talk
The .	Enter Door	Fa.	Pick Pockets	600	Thieving
4	Follow	E. S.	Pick Up Item	(a)	Travel

Guard

Mage Speces DRIEST Speccs ISC-Lever Speces ISC-Lever Speces Magic Missile Armor Color Spray Bless Entangle Remove Fear Prot. from Evil Blindness Friends Command Word: Die Magic Stone Sanctuary Shield **Burning Hands** Grease Cure Light Wounds Protection from Evil Shillelagh Shocking Grasp Charm Person Identify Detect Evil Chill Touch Infravision Sleep 2ND-Lever Speces Chromatic Orb Larloch's Minor Drain Find Traps Resist Fire and Cold 2ND-LEVEL Speces Barkskin Flame Blade Silence 15' Radius Chant Goodberry Slow Poison Agannazar's Scorcher Prot. from Petrification Invisibility Charm Person or Mammal Hold Person Spiritual Hammer Blur Knock Resist Fear Draw Upon Holy Might **Know Alignment** Detect Evil Know Alignment Stinking Cloud Detect Invisibility Luck Strength 3RD-Lever Speces Vocalize **Ghoul Touch** Melf's Acid Arrow Animate Dead Hold Animal Remove Curse Mirror Image Horror Web Call Lightning Remove Paralysis Invisibility Purge Dispel Magic Miscast Magic Rigid Thinking 3RD-Lever Speces Glyph of Warding Protection from Fire Strength of One Clairvoyance **Ghost Armor** Nondetection 4Ch-Lever Speces Dire Charm Haste Protection from Normal Missiles Dispel Magic Hold Person Skull Trap Animal Summoning 1 Free Action Neutralize Poison Fireball Lightning Bolt Slow Cure Serious Wounds Vampiric Touch Flame Arrow Monster Summoning 1 5ch-Lever Speces 4Ch-Lever Speces Raise Dead Animal Summoning 2 Flame Strike Confusion Improved Invisibility Monster Summoning 2 Cure Critical Wounds Dimension Door Minor Globe of Invulnerability

5ch-Lever Speces

Cloud Kill

Animate Dead

Monster

Summoning 3

Shadow Door