REALMS OF DARKNESS

Command Summary

MOVEMENT KEYS

Movement Keys for the Outside and the City

```
        NORTH              NORTH        NORTH
          W                WEST         EAST
                             I            K
WEST  A ◄─┼─► S  EAST          ╲      ╱
          Z                     N        M
        SOUTH                SOUTH    SOUTH
                             WEST      EAST
```
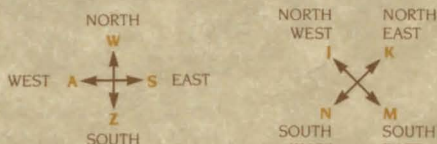
Movement Keys for the Underground

```
        MOVE
      FORWARD            OR
          W
TURN   A ◄─┼─► S  TURN    TURN  ◄───  ───►  TURN
LEFT          RIGHT      LEFT               RIGHT
          Z                       ╱
        MOVE                    MOVE
      FORWARD                 FORWARD
```
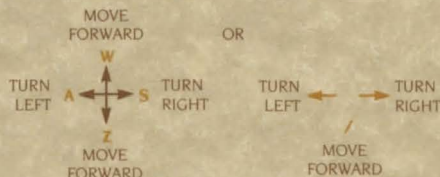
BASIC DEFINITIONS

Select: Position the pointer beside the desired option and press |RETURN|.

Mark: Select all the desired options and press |SPACE| to proceed.

|ESC|: Can abort most menus and commands.

MISCELLANEOUS KEYS

|C| Cast a spell.

|F| Summons the additional functions menu. Among other things, this menu contains the save game feature.

|H| Shows the help screens similar to this command summary card.

|V| Displays/hides the directions along the bottom of the screen.

|Y| Closes the visible objects window at the current square.

|RETURN| Activates the *adventure mode*. Useful for talking to people, examining things, and gathering clues. Press |ESC| to exit the adventure mode.

MULTIPLE-PARTIES KEYS

|B| Divide the party into smaller groups.

|Q| Pass all the remaining turns to the next party.

|R| Regroup all the parties at the current location into one party.

CHARACTER INSPECTION KEYS

|1|...|8| Inspects the character in the corresponding position.

|9| Shows a detailed summary of all the characters, irregardless of which party they may belong to.

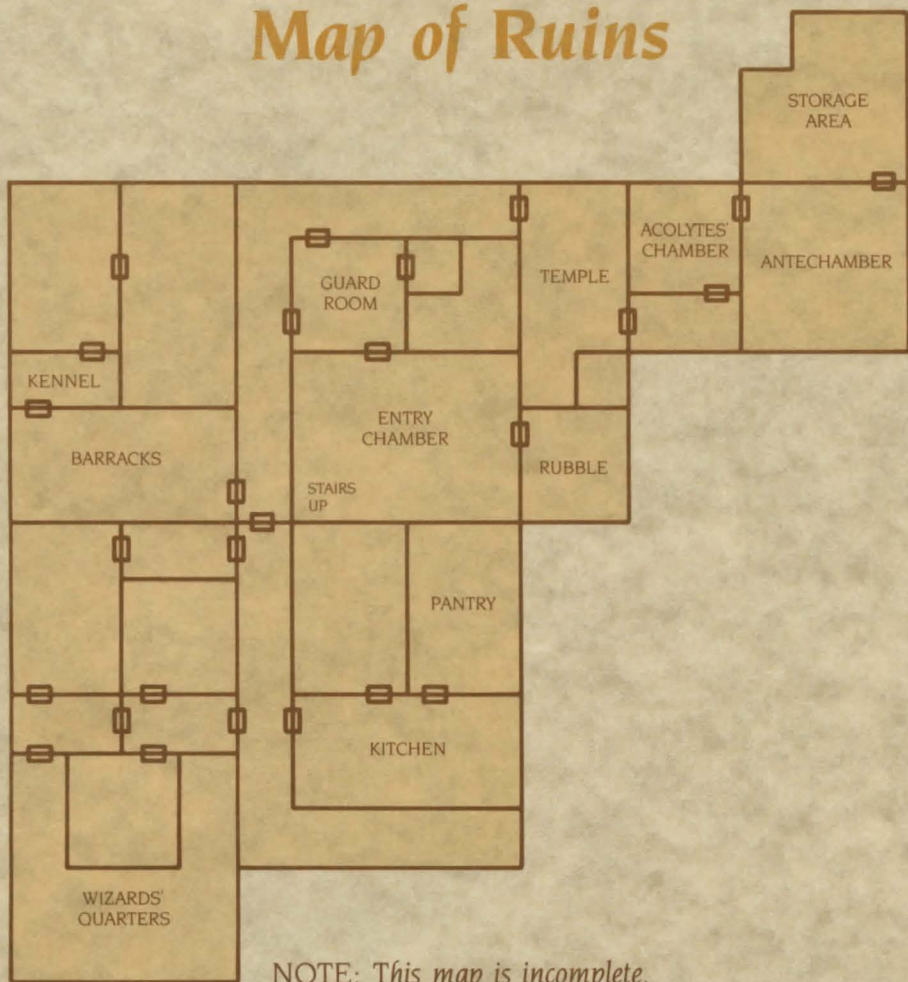|SPACE| Shows a summary of the characters in the current party.

ITEM RELATED KEYS

|E| Equip character(s).

|G| Get the items which are listed in the VISIBLE OBJECTS window.

|I| Invoke an item. Useful for lighting torches, lanterns, etc.

|P| Purchase something; usable only at counters.

|T| Transfer thing(s) between characters.

|X| Drop something.

|:| Shows all the dropped items at the current location in one screen.

DUNGEON RELATED KEYS

|D| Descend stairs and ladders or climb down ropes.

|U| Ascend stairs and ladders or climb up ropes.

|L| Unlock a non-magically locked door, assuming the party has the right key.

|O| Open an unlocked door.

Map of Ruins

STORAGE AREA

GUARD ROOM

TEMPLE

ACOLYTES' CHAMBER

ANTECHAMBER

KENNEL

BARRACKS

ENTRY CHAMBER

RUBBLE

STAIRS UP

PANTRY

KITCHEN

WIZARDS' QUARTERS

NOTE: This map is incomplete.

UNDERGROUND MOVEMENT KEYS

MOVE FORWARD

W

TURN LEFT   A ← → S   TURN RIGHT

Z

MOVE FORWARD

OR

TURN LEFT ← → TURN RIGHT

/

MOVE FORWARD