

REALMS OF DARKNESS

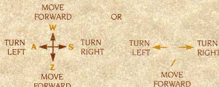
Command Summary

MOVEMENT KEYS

Movement Keys for the Outside and the City



Movement Keys for the Underground



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.
- [O]** 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, regardless of which party they may belong to.
- [SPACE]** Shows a summary of the characters in the current party.

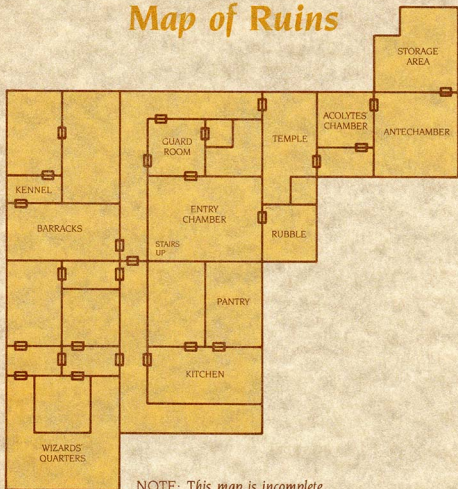
ITEM RELATED KEYS

- [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



NOTE: This map is incomplete.

UNDERGROUND MOVEMENT KEYS

