

# 1 Commands

## 1.1 Movement and Attacking

Move using number keys, vi keys, or arrow keys. Attempting to move into a creature's tile will either attack it, if the creature is hostile, or else prompt for confirmation to attack, switch places, or squeeze past.

7, y	8, k, ↑	9, u
4, h ←	5, s, .	6, l, →
1, b	2, j ↓	3, n

**w** Automatic movement

< Ascend on world map tiles, staircases, etc.

> Descend on world map tiles, staircases, etc.

## 1.2 Actions

, Pick up item.

**d** Drop item.

**i** View equipment and items.

\_ Pray.

**L** Look at any tile currently in view.

**f** Fire a missile.

**D** Drink a potion.

**r** Read a scroll or a book.

**\$** Display number of ivory pieces currently on hand.

**e** Eat a comestible.

**C** Chat with an adjacent creature.

**a** Apply a nearby terrain feature.

**q** List current quests.

**z** Cast ('z'ap) a known spell.

**B** Display bestiary information.

**v** Evoke a wand.

**K** Kick.

**O** Offer a sacrifice while at an altar.

/ Skin a corpse.

**P** Show the current piety level.

### **1.3 Leaving the Game**

**S** Save the game, then quit.

**Q** Quit the game without saving – the current character will be lost.

### **1.4 Miscellaneous**

**M** View messages in the message buffer.

**W** Melee weapon information.

**R** Ranged weapon information.

**V** Game version details.

**T** Current date and time in-game.

**@** Dump character details to disk.

**F1** Show current resistance information.

**F2** Show current conduct information.

**F11** Execute a Lua statement (debug only)

**F12** Reload Lua scripts and string identifiers.