Playing Dark Savant With a Keyboard

General Conventions

Return .... Selects the first menu item or the highlighted option
1st Letter .... of an option selects it
Arrows .... Move from one option to another
Spacebar .... Selects fields
+/- .... Adds or subtracts
ESC .... Cancel button, ends repeat messages and intro

Creating Characters

Spacebar .... Selects next skill or ability while assigning points
+/- .... Add or subtract points
Arrows .... Move from one skill area to another

Selecting From a List of Choices

(such as adding characters or using items)

Spacebar .... highlights player or next player in the field area
Arrows .... Scrolls the field area
Return .... Selects Okay button on highlighted character
ESC .... Exits

Adventuring/Reviewing - Characters

1-6 .... Selects a character for review or "Who?"
ESC .... Exits "Who?" without selecting anyone and also review screen
Shift 1-6 .... Selects character to switch places with another
Arrows .... Up scrolls to next Character, down to previous character
E .... Edits characters, change name, profession and picture
C .... Candle of Life

Loading & Saving Games

Spacebar .... Selects directory field or filename field alternately.
D .... Directory field for editing
F .... Filename field for editing
Return .... Loads of Saves
ESC .... Exits

Items-Reviewing
(1-9 and 0 Select item in slot numbers 1-10)

E .... Equips selected item
B .... Toggles between regular inventory and swagbag. Press slot number to deposit item.
Arrow .... To trade item select it and use arrow keys to move to desired character. Press number to deposit in desired character's inventory.
0-9 .... Brings up options Use, Drop, Assay, etc. Arrow key to option and press RETURN.
0-9, Merge .... Merges item. Select # of first item, Merge and then # of item to Merge with.

Movement

Up Arrow .... Move forward
Left Arrow ... Turn left
Right Arrow . Turn right
Back Arrow .. Step backward
< .... Sidestep left
> .... Sidestep right

Combat

Arrows .... Highlight option
Return .... Accepts highlighted option
1-5 .... Select monster group to attack

• Magic, Treasure, Locked Doors •

See their specific sections on this card

Quick Combat

1. If there is more than one group of monsters, select your opponent by clicking on that group, or by pressing the number of the group. Your choice will remain the same throughout combat unless the selected creatures run away or die.
2. The options for the first character will appear. Select any option by clicking or highlighting it (generally FIGHT for the first three members of the party). Do the same for other members of the party. If you make a mistake, you may select BACKUP to return to the previous character's option or CANCEL to redo the entire party's options.
3. Combat will begin. If you don't defeat all the monsters in the first round of combat, repeat step 2 again.

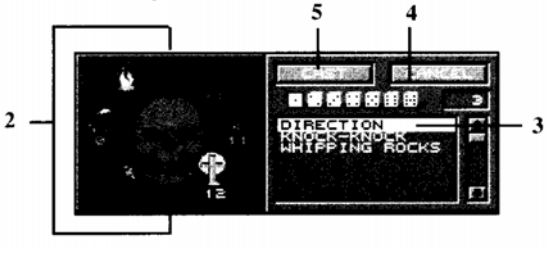
Non-Player Characters

Depending on the NPC's trust of your party, you may be greeted warmly - or turned away with a rude grimace. Their reaction to you will guide the beginning of the encounter. Remember that NPCs are an entire culture within Dark Savant. The quick guidelines below are brief, and do not cover all the complexities of NPCs on Lost Guardia. We highly recommend you read the NPC section of the manual.

1. If you have the SPELL option, cast the Charm spell to lure the NPC to speak with you. You might want to cast more than one Charm spell.
2. Next, select TRUCE followed by a character skilled in Diplomacy. Through the Truce option, you can attempt yet again to up the odds of success by offering a BRIBE or by offering to GIVE them a gift. You can also begin actual negotiations with PEACE (talking out your differences) or FORCE (making the creature listen and talk).
3. Once your party establishes a rapport with an NPC, you may speak with him or her freely. Ask about rumors or other things that concern you. Note: Be careful about LORE. When you select LORE, it's an *exchange* of your party's information for theirs. So, unless you want the NPC to know what information you've learned, be careful who you exchange your Lore with.

Casting Spells While Adventuring

1. Press (M) for Magic or click on the Spellbook.
2. Select the realm (F)ire, (E)arth, (M)ental, (D)ivine, (A)ir or (W)ater.
3. Select the spell by pressing the Spacebar or by clicking on its name. It will be highlighted.
4. Select the power level of the spell by entering the number 1-7 or clicking on its die.
5. Click on Cast or press "C".



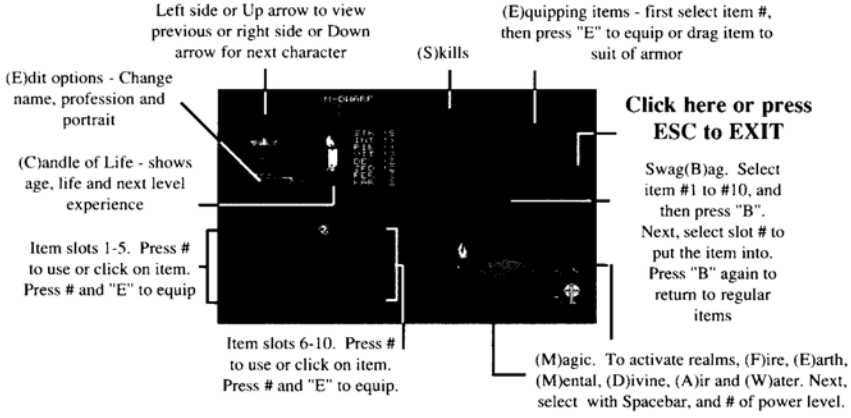
Each numbered step on the picture corresponds with a numbered paragraph above.

Commonly Used Hot Keys

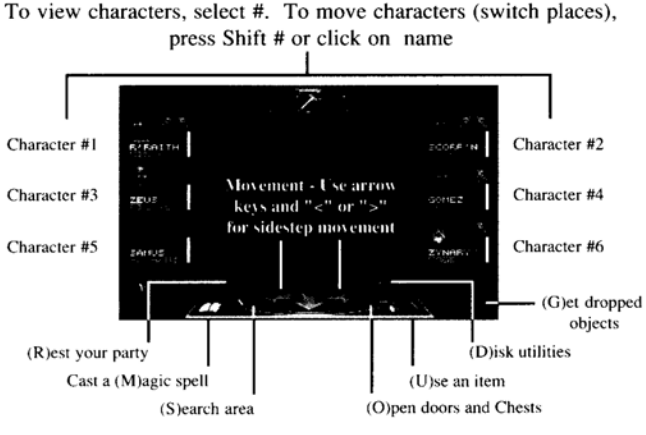
(see far right panel for more keyboard hot keys)

"First Letter"	Generally, the first letter of an option will select it.
Return	Mouse click & Inspection of Treasure Chest.
ESC	"Cancel" or "Exit" and aborts repeat messages
Arrow Keys	Movement and moving from one character to another
Spacebar	Pauses NPC messages or selects field or next field in requester

Character Screen Summary



Adventuring Screen Summary



Opening Treasure Chests

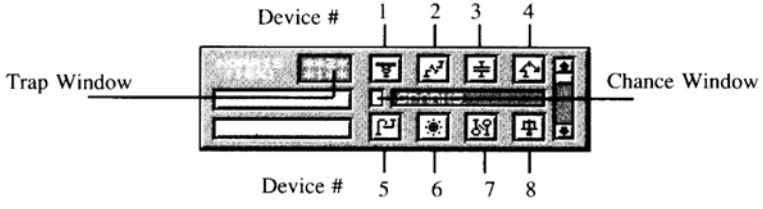
1. Select the Open option by pressing "O" or clicking on its icon.
2. Select Inspect and hold the mouse button down or the RETURN key down (for keyboard players) while your thief continues to look at the Trap Window in the upper left-hand section of the Disarm screen. You will see a combination of symbols

*	The device is part of the trap
?	The device may or may not be part of the trap
-	The device is not part of the trap

Once you have the pattern of the trap - you know, for example, that some devices are attached while others aren't, you can then figure out which trap might be active in the chest.

3. Scroll through the list of common traps found on Lost Guardia using the arrow keys on the keyboard or the screen. As you do, you will notice the Trap Window change and fill with different sets of numbers and symbols. The numbers for a particular trap represent an attached device and the order in which these devices must be disconnected.
4. When you come to a trap that appears to have all the devices of your thief's inspection (for example, you thief's inspection showed devices 1 and 6 attached, and the trap RANDOM RAYS also has devices 1-6 attached), Disarm it. Using the Trap Window as a guide, press each device in the correct order (first for a 1, second for a 2 and so on). If a device doesn't deactivate when you press its button, try again before moving on to the next.

While disarming and inspecting a trap, keep a close eye on the "chance window." If its color is green when a device is selected, the device will deactivate. If the color is yellow, the device will not deactivate, but won't set the trap off. If the window is red, the trap will go off.



Picking Locked Doors

1. Select the Open option by clicking its icon or pressing "O" followed by PICK.
2. On your screen you will see one or more columns depending on the complexity of the lock. The top row shows the tumblers shifting inside the lock. The middle row shows your character's chance of successfully opening the lock. The bottom row of buttons, when pressed, will stop the tumblers.
3. Whenever one of these boxes is green, click on the button below it or press its number (1-6, left to right) to set the tumbler correctly. If the button is yellow, the tumbler will not fall into place and you'll have to try again. If it's red, the tumbler will not fall into place, may break and may jam the door. You will need a key or spell to open a jammed door.
4. Repeat step 4 until all of the tumblers have been correctly set.