

DUNGEON CRAWL: Key Reference Sheet

Movement:

Use the numpad **direction** keys (try both Numlock on and off) or the Rogue vi keys (**hjklyubn**) to move a square. Moving into a monster will attack it. For quicker movement, use **Shift-direction** or **/ direction**. This keeps walking until a monster is encountered.

Automated Travel and Exploration:

Ctrl-T starts automated travel

Ctrl-O starts automated exploration

Ctrl-W sets a waypoint (to be used for **Ctrl-T**)

Dungeon Interaction:

o opens an adjacent door

c closes an adjacent door

* **direction** and **Ctrl-direction** try to untrap an adjacent known trap; also open door; else attacks square without moving (even if nothing is seen)

< ascends one dungeon level (towards the exit)

> descends one dungeon level, also enters shops

; examines the occupied square

x examines surroundings

X brings up the level map

O shows the dungeon overview

Item Interaction (inventory):

v views item description

{ inscribes item

t throws or shoots an item

f fires first available and appropriate missile

q quaffs a potion

e eats food (tries floor and chunks first)

z zaps a wand

r reads a scroll or book

M memorises a spell from a book

w wields an item (**w-** for wielding nothing)

' wields item in slot a, or switch to slot b

E evokes power of wielded item

W wears armour

T takes off armour

P puts on jewellery

R removes jewellery

Item Interaction (floor):

, or **g** pick up items and **,,** or **gg** give pickup menu

d drops an item, **d#** drops exact number of items

D dissects a corpse (this needs a sharp weapon)

Other Gameplay Actions:

a uses special ability

p prays

Z casts a spell

! shouts or commands allies

Surroundings (x in main):

x and **Esc** and **Space** all return to playing mode

* and **'** cycle forward among seen objects

/ and **;** cycle backward among seen objects

+ and **=** cycle forward among seen monsters

- cycles backward among seen monsters

direction moves cursor

. and **Enter** travels to cursor

? describes the monster under cursor

Tab cycles through shops and portals

<> cycle through stairs

Resting and Searching:

5 and **Shift-Numpad-5** both rest until hit points and magic points are full, or something has been found, or 100 turns are over. To rest/search just one turn, use one of **s** or **.** or **Del** or **Numpad-5**.

Saving and Quitting:

S saves game with query and exits

Ctrl-X saves the game without query and exits

Q quits without saving

Player Character Information:

@ displays character status

[displays worn armour

" displays worn jewellery

C displays experience info

^ shows religion screen

A shows abilities and mutations

**** shows item knowledge

m shows skill screen

i shows inventory list

% shows resistances

In-game Toggles:

Ctrl-A toggles autopickup

Ctrl-V toggles auto-prayer

Ctrl-T toggles spell fizzle check

Stash Management Commands:

Ctrl-S marks stash

Ctrl-E erases stash

Ctrl-F searches in stashes and shops

Level map (X in main screen):

Esc and **Space** leave the level map

direction moves cursor

Shift-direction moves cursor in bigger steps

- scrolls level map up

+ scrolls level map down

Enter and **.** and **,** and **;** travel to cursor; press

twice if previous travel was interrupted

<> cycle through up/down stairs

^ cycles through known traps

Tab cycles through shops and portals

I cycles through stashes

W cycles through waypoints

x cycles through travel exclusions

Ctrl-X sets a travel exclusion

Ctrl-E erases all travel exclusions

Ctrl-W sets a waypoint

Ctrl-C clears level and main maps

Targeting:

Esc stops targeting

direction shoots straight

+ and **=** cycle forward among seen monsters

- cycles backward among seen monsters

Ctrl-F toggles cycle modes: enemies, all, friends

. and **Enter** fire at cursor position

> fires, but stops at target

p and **t** fire at previous target

* for manual targetting (here **direction** moves cursor,

+=- cycle monsters, **Enter** and **.** and **>** fire)

? describes the monster under cursor

For the **Non-gameplay commands**, see the other page.

DUNGEON CRAWL: Files and Contact

This is the reference sheet for the roguelike game DUNGEON CRAWL (or rather the current version of the STONE SOUP branch). It is a game of dungeon exploration, fighting and magic. CRAWL is renowned for its intricate skills and religion systems. Success is a matter of tactics, strategy, and perseverance, although CRAWL's reputation is close to devilish. Alleged victories were reported, however.

The following tips are for beginners; roguelike veterans should feel at home right from the start. To all of you: Welcome!

The following files in CRAWL's **main directory** are crucial: **crawl.exe** starts the game.

init.txt or **.crawlrc** contains the options of CRAWL (which one depends on your OS). Since the defaults are well suited for playing, don't bother with them for now.

macro.txt contains a list of key bindings and macros. These make playing CRAWL even more convenient. It is recommended that you fiddle with these only after a couple of games.

The **Docs directory** contains the following helpful files:

crawl_quick.txt is a quick and brief guide to the game; read it now or after your first few games.

crawl_manual.txt is the fully grown manual; explaining all races, classes, item types etc. If you do not delight in manuals, put off the reading until later.

crawl_options.txt describes all the options in minutious detail. While tweaking these can improve your CRAWL fun a lot, skip this in the beginning.

crawl_macros.txt explains macros and keybindings. It is wise to ignore this at first, too.

If you have questions concerning the game, or found a bug, inquire at the newsgroup **rec.games.roguelike.misc** with your problem. Since other games are discussed over there as well, it is polite to flag your post with **-crawl-**. Also try to maintain netiquette to the benefit of your addresses. When you want to download the most recent version (both binaries or source, for Unix, Windows, OS/X, and DOS), the proper place is the web page **http://crawl-ref.sourceforge.net**.

DUNGEON CRAWL: Very short introduction

If you are completely new to games of this type, either have a look at the quick guide **crawl_quick.txt** in the Docs directory or just start a character; preferably of race Troll, Dwarf or Orc and of class Fighter, Berserker or Gladiator. Move using the arrow keys and try to bash monsters (these are letters from the alphabet). Other symbols signify items; here's a list and the keys you'd typically use them with:

Symbol	Item type (typical commands)	Comments
(Weapons (w ield)	Check with @ how good you are with your current weapon.
)	Missiles (t hrow or f ire)	Use launchers (bows etc.) for missiles.
[Armour (w ear and T ake off)	These can be cursed.
%	Food and corpses (e at and D issect)	You need a sharp weapon for dissecting. Some chunks are dangerous.
\$	Gold	There are shops down below.
?	Scrolls (r ead)	Scrolls mostly affect your environment. Try them!
!	Potions (q uaff)	Potions affect you — in both ways. Beware of poison and worse!
=	Rings (P ut on and R emove)	These can be incredibly helpful, but also cursed and malignant.
"	Amulets (P ut on and R emove)	Amulets can be even subtler than rings.
/	Wands (z ap)	Identify these by zapping at monsters.
+	Books (r ead, M emorise and Z ap)	The number of spells you can have in memory is very limited!
\	Staves and rods (w ield and E voke)	Rods carry combat spells; they are very rare, though.
{	Miscellaneous items (E voke)	These will turn up only later.

For a full list of commands, check the other page of this sheet. Don't get scared by the abundance of commands, you will need only a handful at the beginning. Also don't bother with the right half of the table for now.

Most basic commands for newbies

i lists inventory
d drops items
g or **,** pick up items from the ground (twice for menu)
v examines item
x examines a seen monster
X looks at the whole level
> goes deeper one level
m checks your current skills
S saves the game
? and **Ctrl-P** from the right half are useful

Non-gameplay Commands and Information:

v displays version information
Ctrl-P shows previous messages
Ctrl-R redraws screen
Ctrl-C clears main and level maps
dumps character to the file name.txt
: adds a note to the dump file
**** adds a macro or key map
~ saves macros and key maps
= reassigns inventory or spell letters
? prints the help screen

For completeness' sake, there's one final batch of commands not covered on the other page: you can use shortcuts in pick up or drop menus. For example, **[** will select all armours. The only non-obvious keys are **%** (selecting all edible food), **&** (selecting all carrion), ***** (inverting current selection) and **-** (deselecting all items) and **,** (selecting all items).