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.

This page explains the various important files. The other page gives a complete (but very terse) list of all commands in CRAWL. If you are new to this (kind of) game, you might rather want to turn to pages 3 and 4. These contain a very brief introduction, focusing only on the most basics commands.

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 following files in the **Docs directory** may be helpful:
`crawl_manual.txt` is the fully grown manual; explaining all races, classes, item types etc. If you do not delight in manuals, put of 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: Key Reference Sheet, continued

Symbol	Item type (typical commands)	Shortcut in menus (like pickup)
(	Weapons (**w**ield)	**)** selects all hand weapons
)	Missiles (**t**hrow or **f**ire)	**(** selects all missiles
[	Armour (**W**ear and **T**ake off)	**[** selects all armour
%	Food and corpses (**e**at and **D**issect)	**%** selects all food, **&** selects all carrion
?	Scrolls (**r**ead)	**?** selects all scrolls
!	Potions (**q**uaff)	**!** selects all potions
=	Rings (**P**ut on and **R**emove)	**=** selects all rings
"	Amulets (**P**ut on and **R**emove)	**"** selects all amulets
/	Wands (**z**ap)	**/** selects all wands
+	Books (**r**ead, **M**emorise and **Z**ap)	**+** selects all books
\	Staves and rods (**w**ield and **E**voke)	\ selects all staves
}	Miscellaneous items (**E**voke)	} selects all miscellaneous items
		, selects all items (up to `drop_filter`)
		– deselects all items
		***** inverts current selection

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.

Saving and Quitting:
`S` saves game with query and exits
`Ctrl-X` saves the game without query and exits
`Q` quits without saving

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)
`<>` goes a dungeon level up/down (`>` enters shops)
`;` examines the occupied square
`x` examines surroundings
`X` brings up the level map
`O` shows the dungeon overview

Item Interaction (inventory):
`i` shows inventory list
`v` views item description
{ inscribes item
`t` throws or shoots an item
`f` fires first available 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 items
`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)
`Ctrl-A` toggles autopickup

Other Gameplay Actions:
`a` uses special ability
`p` prays
`Z` casts a spell
`!` shouts or commands allies
`Ctrl-V` toggles auto-prayer

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
_ shows notes
∼ saves macros and key maps
`=` reassigns inventory or spell letters
`?` prints the help screen

Resting and Searching:
`5` and `Shift-Numpad-5` rest until hit and magic points are full, or something is found, or 100 turns are over. To rest/search just one turn, use `s` or `.` or `Del` or `Numpad-5`.

Automated Travel and Exploration:
`Ctrl-G` starts automated travel
`Ctrl-O` starts automated exploration
`Ctrl-W` sets a waypoint (to be used for `Ctrl-G`)
`Ctrl-F` searches items and allows to travel there

Player Character Information:
`@` displays character status, e.g. weapon proficiency
`[` displays worn armour
`(` displays weapons, and primary missiles
`"` displays worn jewellery
`C` displays experience info
ˆ shows religion screen
`A` shows abilities and mutations
\ shows item knowledge
`m` shows skill screen
`%` shows resistances

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/down
`Enter` and `.` and `,` and `;` travel to cursor; press twice if previous travel was interrupted
`<>` cycle through up/down stairs
ˆ cycles through known traps
`Tab` cycles through shops and portals
`*` and `'` cycle forward through stashes (usually all items)
`/` cycles backward 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` and `Del` fire at cursor position
`>` fires, but stops at target
`p` and `t` and `f` fire at previous target
`*` for manual targetting (here `direction` moves cursor, `Enter` etc. fire as above, and `+=-ptf` still work)
`?` describes the monster under cursor

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

Dungeon Crawl: Very short introduction

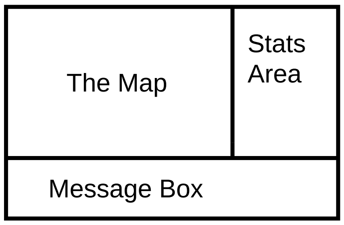
Crawl is a large and very random game of subterranean exploration in a fantasy world of magic and frequent violence. Your quest is to travel into the depths of the Dungeon (which is different each time you play) and retrieve the Orb of Zot.

Crawl is an RPG of the 'rogue-like' type, one of the descendants of Rogue. Its graphics are simple but highly informative, designed to be understood at a glance, and control is exercised largely through one-keystroke commands.

Starting Out

After starting the program you will be greeted with a message asking for your name. Don't spend too much time over this, as your first character will *not* last very long (sorry, but it's true).

Next you are given menus of species and character classes from which to choose. A dwarf, orc, ogre or troll Fighter is a good bet. Elves are quite fragile, humans are pretty average at everything, and the weirder species are mostly too tricky for beginning players. Finally, you may be given a choice of weapons. I suggest an axe (axes are fun).



Now you are in the game. The game screen has three parts:
The **Map** takes up the upper left part of the screen. In its very centre is the **@** sign which represents You. The coloured parts of the Map are the parts you can see, while places which you have visited before but cannot currently see are shown in grey.
The **Message box** is the large part of the screen below the map. It describes events as they happen and asks you questions from time to time.
The **Stats area** contains various indicators of your health and abilities.

Exploring

Try walking around, using either the numeric keypad (try numlock off and on) or the **hjklyubn** keys. To move in a given direction until you reach something interesting or see a hostile creature, press **Shift-direction**.
If you want to know what a certain character on the screen represents, you can use the **x** (examine) command to get a short description. You use the **o** and **c** commands to open or close doors, and the **<** (up) and **>** (down) commands to climb staircases. Sometimes doors are hidden, and must be searched out by standing next to walls and resting (a number of commands do the same thing: **s** and **.** (period) and **Delete** or **numpad-5**).
The Dungeon gets more dangerous (but more interesting!) as you go down. If you get lost you can access a map of the whole level you are on with the **X** command, which uses the whole screen.

Items

After walking around for a while, you will no doubt come across some items laying around (you may come across some monsters as well; for help in dealing with them skip to the Monsters section). See the table for the types that appear and the typical commands to use.

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 spells; they are very rare, though.
}	Miscellaneous items (**E**voke)	These will turn up only later.

Some vital commands are given next. 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.

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
S saves the game
? prints the help screen

Somewhat advanced commands
p prays. Actions while praying are addressed to your god.
Ctrl-P shows previous messages
Ctrl-F searches for items in the whole dungeon
Ctrl-G automated travel between levels
Ctrl-O automated exploration
dumps character to the file `name.txt`
~ saves macros and key maps
= reassigns inventory or spell letters
m checks your current skills

Monsters

You will also run into monsters (most of which are represented by letters of the alphabet). You can attack a monster by trying to move into the square it is occupying.

When you are wounded you lose hit points (displayed near the top of the stats list); these return gradually over time through the natural process of healing. If you lose all of your hp you die.

To survive, you will need to develop a few basic tactics:

- Never fight more than one monster if you can help it. Always back into a corridor so that they fight you one-on-one.
- If you are badly wounded, you can run away from monsters to buy some time. Try losing them in corridors, or as a very last resort find a place where you can run around in circles to heal while the monster chases you.
- Remember to use projectiles before engaging monsters in close combat.
- Rest between encounters. Pressing **`Shift-numpad-5`** or **`5`** make you rest for a while (you will stop resting when fully healed).
- Learn when to run away from things you can't handle — this is important! It is often wise to skip a dangerous level. But don't overdo this.

Death

Before long, you'll probably end up dead.

Death in Crawl is permanent; you cannot just reload a saved game and start again where you left off. The **`S`** (save) command exists only to let you leave a game part-way through and come back to it later. Quitting (**`Q`**) lets you commit suicide if you can't even be bothered to help your character escape alive.

Well, that's it for the quick-start guide. This should help you through your first few games, but Crawl is extremely (some would say excessively) complex and cannot be adequately described in so short a document. So when you feel ready to start playing with magic, skills, and religions, browse the manual.

Happy Crawling!