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| --- | --- | --- | --- |
| a | Aim a wand | A | Activate an object |
| b | Browse a book | C | Character description |
| c | Close a door | D | Disarm a trap or lock a door |
| d | Drop an item | E | Eat some food |
| e | Equipment list | F | Fuel your lantern/torch |
| f | Fire an item | G | Gain new spells/prayers |
| g | Get objects on floor | I | Inspect an item |
| h | Fire default ammo at target | K | Toggle ignore |
| i | Inventory list | L | Locate player on map |
| k | Ignore an item | M | Full dungeon map |
| l | Look around | Q | End character & quit |
| m | Cast a spell | R | Rest for a period |
| n | Repeat previous command | T | Dig a tunnel |
| o | Open a door or chest | U | Use an item |
| q | Quaff a potion | V | Version info |
| r | Read a scroll | W | Walk into a trap |
| s | Steal (rogues only) | ^E | Toggle inven/equip window |
| t | Take off equipment | ^F | Repeat level feeling |
| u | Use a staff | ^G | Do autopickup |
| v | Throw an item | ^L | Center map |
| w | Wear/wield equipment | ^O | Show previous message |
| z | Zap a rod | ^P | Show previous messages |
| \* | Target monster or location | ^R | Redraw the screen |
| ( | Load screen dump | ^S | Save and don’t quit |
| ) | Dump screen dump | ? | Help |
| { | Inscribe an object | ^W | (special - wizard mode) |
| } | Uninscribe an object | ^X | Save and quit |
| [ | Display visible monster list | ~ | Check knowledge |
| ] | Display visible object list | < | Go up staircase |
| \_ | Enter store | . | Run |
| + | Alter grid | > | Go down staircase |
| = | Set options | / | Identify symbol |
| ; | Walk (with pickup) | | | Quiver list |
| : | Take notes | " | Enter a user pref command |
| ' | Target closest monster | , | Stay still (with pickup) |

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