

KEY

FUNCTION

POSSESSED (1ST PERSON MODE)

INSERT	TOGGLE SNIPER MODE
NUM 0	PICK LOCK/DISARM/JAILBREAK
SPACE	FIRE
CTRL	CREEP
SHIFT	RUN
1	POSSESSED MELEE SELECT
2	POSSESSED SPELL SELECT 1
3	POSSESSED SPELL SELECT 2
4	POSSESSED SPELL SELECT 3
5	POSSESSED PRIMARY ABILITY
6	POSSESSED SECONDARY ABILITY
7	POSSESSED GROUP SELECT
CTRL + G	REMOVE FROM GROUP

DUNGEON VIEW MODE

UP	SCROLL UP
DOWN	SCROLL DOWN
LEFT	SCROLL LEFT
RIGHT	SCROLL RIGHT
CTRL+LEFT/RIGHT	ROTATE KEY
SHIFT +UP/DOWN/LEFT/RIGHT	SPEED SCROLL KEY
DELETE	ROTATE VIEW LEFT
PG DN	ROTATE VIEW RIGHT
ESC	PAUSE + OPTIONS
PRT SC	TAKE SCREEN SHOT
TAB	SEND MULTIPLAYER MESSAGES
=	INCREASE AMBIENT LIGHT
-	DECREASE AMBIENT LIGHT
F1	CAMERA ISOMETRIC
F2	CAMERA TOP DOWN
F3	CAMERA OBLIQUE
F4	USER CAMERA 1
F5	USER CAMERA 2
F6	USER CAMERA 3
A	ALLY WINDOW
F	ZOOM TO NEXT FIGHT
G	TOGGLE GUI
H	ZOOM TO DUNGEON HEART
I	TOGGLE PLAYER INFORMATION
M	MAP
P	ZOOM TO PORTAL
X + MOUSE LEFT/RIGHT	CAMERA MOUSE ROTATE
Z + MOUSE UP/DOWN	CAMERA MOUSE ZOOM
SHIFT +	INCREASE GAMMA
SHIFT + ,	DECREASE GAMMA
CTRL + .+ CLICK ON CREATURE PORTRAIT	PICK HIGH LEVEL CREATURE
CTRL + ,+ CLICK ON CREATURE PORTRAIT	PICK LOW LEVEL CREATURE
CTRL + L	QUICK LOAD
CTRL + R	RESTART LEVEL
CTRL + S	QUICK SAVE

HOTKEYS

DUNGEON KEEPER 2



AMOUNT OF GOLD

AMOUNT OF MANA

DUNGEON HEART
SHORT CUT

MANA GAINS PER TURN

MANA LOSS PER TURN

CHANGE GUI SIZE

ROOMS PANEL

CREATURE PANEL

SELL

QUERY

MINI MAP

OPTIONS

ZOOM IN/OUT

KEEPER SPELLS PANEL

DOORS/TRAPS PANEL

INFORMATION BAR

OBJECTIVE POINTER

DUNGEON HEART

IMPS

ALARM TRAP
NOTIFICATION

FIGHT NOTIFICATION

CANCEL CALL
TO ARMS

SUMMON HORNY/
HORNY TALISMAN

DUNGEON HEART INFO


















































INFORMATION

CREATURE MESSAGE

OBJECTIVE

MAIN INTERFACE

HOW TO ATTRACT YOUR CREATURES

ROOM	CREATURE	CREATURE SPELLS
 DUNGEON HEART	  IMP	HASTE SELF TELEPORT
 LAIR	    GOBLIN + FIREFLY	FIREFLY: WHIRLPOOL
  LAIR + LIBRARY	  WARLOCK	FIREFBALL HEAL CREATURE FIREBOMB
  LAIR + TRAINING ROOM	  SALAMANDER	SPIT FIREBALL
   LAIR + TREASURY + CASINO	  ROGUE	INVISIBLE
  LAIR + WORKSHOP	  TROLL	NONE
   LAIR + WORKSHOP + HATCHERY(5X5)	  BILE DEMON	GAS CLOUD GAS MISSILE
  LAIR + GUARDROOM	  DARK ELF	ARROW KNIVES GUIDED BOLT
 PRISON*	  SKELETON	NONE
  LAIR + TORTURE CHAMBER	  MISTRESS	LIGHTNING FREEZE HAILSTORM
 GRAVEYARD**	  VAMPIRE	SLOW DRAIN RAISE DEAD
  LAIR + COMBAT PIT	  BLACK KNIGHT	NONE
  LAIR + TEMPLE	  DARK ANGEL	DISRUPTION HAIL STORM SKELETON ARMY

* REQUIRES DEATH OF A PRISONER ** REQUIRES BODIES TO RISE FROM THE DEAD

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* BFE08801508K *

BULLFROG

