

-Getting Items

To pick-up an item, move onto it.

To disable automatically picking up items, choose "AutoPickUp Off" from the menubar. If you need to pick-up an item when AutoPickUp is disabled, just choose "PickUp Items" from the menubar.

Remember, if your "pouch" gets full you cannot carry any more items. You must then decide what to drop, and what to keep. You will hear a sound if you try to pick-up an item while your pouch is full.

-Using Items

In the Player Window (not the Maze window), select the item to use and click the Use button. The item will appear with a green background, and also appear on your character.

You **MUST** use your weapons, armor, and spells. Just carrying a sword and helmet in your pouch does **NOT** mean that you will use them in battle automatically.

-Firing Weapons

You will find some weapons that need to be "Fired". Bow and Arrows, Wands, Blasters, Spears, and Darts are some examples. Just "use" the weapon (described above), face your opponent, and FIRE using the cmd-F key combination or the "0" on the numeric keypad

Note that to use a Bow (or Crossbow) and Arrows you **MUST** be "holding" BOTH the bow and arrows. ("Holding" is the same as "using" described above.)

-Remove Items

In the Player window, select the item to remove and click the Remove button.

-Drop Items

In the Player window, select the item to drop and click the Drop button.

Only one item at a time may be in any square in the maze. If you need to drop two items, you must move between "drops".