



Quick Reference Card

GENERAL KEYBOARD COMMANDS

Rotate Camera Left		Journal	
Rotate Camera Right		Character Sheet	
Zoom In		Spell Book	
Zoom Out		Map	
Zoom In Full	Home	PVP Panel	
Zoom Out Full	End	Options	
Pitch Camera Up		Hide/Show GUI	
Pitch Camera Down		Quick Save	
Camera Up Full	Help	Screen Capture	F13
Camera Down Full	Del	Pause	
Drive Mode		Tool Tips	
Step Left		DM Creator	
Step Right		DM Chooser	
Forward Run			
Back			
Turn Left			
Turn Right			
Inventory			
Quick Chat			

NEVERWINTER NIGHTS Game code ©2002-2003 Atari Interactive, Inc. All rights reserved. Macintosh version manufactured and marketed by Destineer, Inc. under license from Atari. Destineer is a trademark and MacSoft is a registered trademark of Destineer, Inc. All rights reserved. Portions ©2002 BioWare Corp. BioWare Aurora Engine copyright 1997-2002 BioWare Corp. All rights reserved. BioWare, the BioWare Aurora Engine and the BioWare Logo are trademarks of BioWare Corp. All rights reserved. Neverwinter Nights, Forgotten Realms, the Forgotten Realms logo, Dungeons and Dragons logo, Dungeon Master, D&D and the Wizards of the Coast logo are trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used by Atari under license. All rights reserved. HASBRO and its logo are trademarks of Hasbro and are used with permission. All other trademarks and registered trademarks are the property of their respective owners. Manufactured and marketed by Destineer, Inc. Mpls, MN under license from Atari.

NEVERWINTER NIGHTS

Quick Reference Card



MOVEMENT AND IN-GAME ACTION CURSORS

- Attack
- Cast Spell
- Disarm
- Examine
- Follow
- Heal
- Lock
- Run
- Select
- Turn
- Unlock
- Walk

CHARACTER STATES

- Ability Decrease
- Ability Increase
- AC Decrease
- AC Increase
- Arcane Failure
- Attack Bonus
- Blinded

- Charmed
- Concealed
- Confused
- Cursed
- Damage Decreased
- Damage Immunity Decreased
- Damage Immunity Increased
- Damage Increased
- Damage Reduction
- Damage Resistance
- Darkness
- Dark Vision
- Dazed
- Deafened
- Diseased
- Dominated
- Elemental Shield
- Entangled
- Fatigued
- Fear
- Hasted
- Immunity
- Improved Invisibility

- Invisible
- Invulnerable
- Level Drain
- Increased Miss Chance
- Movement Decrease
- Movement Increase
- Paralyzed
- Poisoned
- Polymorphed
- Regenerating
- Sanctuary
- Saving Throw Decreased
- Saving Throw Increased
- See Invisibility
- Silenced
- Skill Decreased
- Skill Increased
- Stunned
- Taunted
- Temporary Hit Points
- Time Stop
- True Seeing
- Turned

NEVERWINTER
NIGHTS