

Setting Options (selected options only)

autodig	Automatically dig if wielding a digging tool and the location can be dug (default false.)
autopickup	Automatically pick up things onto which you move (default on.)
autoquiver	Auto refill of quiver when it is empty (default false.)
BIOS	Use BIOS calls for screen update and keyboard I/O (IBM PC) (default off.)
checkpoint	Save game state after each level change, for possible crash recovery (default on.)
checkspace	Check free disk space before writing files to disk (default on.)
confirm	User confirm attacks on pets, shopkeepers, and other peaceable creatures (default on.)
disclose	Offer to disclose various information when the game ends (default all.)
fixinv	An object's inventory letter sticks to it when it's dropped (default on.)
help	Ask if you want to see more information (default on.)
hilite_pet	Visually distinguish pets from similar animals (default off.)
IBMgraphics	Use a predefined selection of IBM extended ASCII characters to display (default off.)
ignintr	Ignore interrupt signals, including breaks (default off.)
legacy	Display an introductory message when starting the game (default on.)
lit_corridor	Corridor seen by night vision or a light source held by your character as lit (default off.)
mail	Enable mail delivery during the game.
menustyle	Controls the interface used when you need to choose various objects.
number_pad	Use the number keys to move instead of [yuhjklbn] (default off.)
packorder	Specify the order to list object types in (default "n") [%?+!=/(*'0_").
perm_invent	If true, always display your current inventory in a window.
pickup_burden	Query when picking up an item that would exceed encumbrance level (Default "S")
pickup_types	Specify the object types to be picked up when autopickup is on. Default is all.
prayconfirm	Prompt for confirmation before praying (default on.)
pushweapon	Wield when already wielding pushes old item into secondary slot (default off.)
rest_on_space	Make the space bar a synonym for the rest command (default off.)
safe_pet	Prevent you from (knowingly) attacking your pets (default on.)
scores	Control what parts of the score list you are shown at the end.
showexp	Show your accumulated experience points on bottom line (default off.)
showscore	Show your approximate accumulated score on bottom line (default off.)
silent	Suppress terminal beeps (default on.)
sortpack	Sort the pack contents by type when displaying inventory (default on.)
standout	Boldface monsters and "-More-" (default off.)
time	Show the elapsed game time in turns on bottom line (default off.)
tombstone	Draw a tombstone graphic upon your death (default on.)
toptenwin	Put the ending display in a NetHack window instead of on stdout (default off.)
verbose	Provide more commentary during the game (default on.)

Reference Card for NetHack 3.4

The Status Line

Player the Rambler	St:12	Dx:7	Co:18	In:11	Wi:9	Ch:15	Neutral
Dlv1:1	\$:0	HP:9(12)	Pw:3(3)	AC:10	Exp:1/19	T:257	Weak

Rank	St	Strength	Dx	Dexterity	Co	Constitution
In	Intelligence	Wi	Wisdom	Ch	Charisma	Alignment
Dlv1	Dungeon Level	\$	Gold	HP	Hit Points	Pw Power
AC	Armor Class	Exp	Experience	T	Time	Hunger status, condition

The Map

-	Walls or an open door or a grave (!).	.	Floor, ice, or a doorless doorway.
#	A corridor, or iron bars, or a tree, or possibly a kitchen sink, or a drawbridge.	+	A closed door, or a spellbook containing a spell you may be able to learn.
>	Stairs down: a way to the next level.	!	A potion.
<	Stairs up: a way to the previous level.	(A useful item (pick-axe, key, lamp, etc.)
@	Your character or a human.	"	An amulet or a spider web.
\$	A pile of gold.	*	A gem or rock (value unknown.)
^	A trap (once you have detected it.)	'	A boulder or statue.
)	A weapon.	o	An iron ball.
[A suit or piece of armor.	-	An altar, or an iron chain.
%	Something edible (not necessarily healthy.)	{	A fountain.
?	A scroll.	}	A pool of water or a moat or lava.
/	A wand.	\	An opulent throne.
=	A ring.	a-ZA-Z	Inhabitants of the dungeon.

Commands

Commands requiring further input may pose a question followed by a character class which can be input, e.g. "What do you want to use? [**a-zA-Z ?***]" "**a-zA-Z**" are possible choices. "**?**" gives you an inventory list, and "*****" indicates the entire inventory. The "**ESC**" key aborts the command. A number prefix is used to repeat commands, e.g. "**10s**." If you have the "**number_pad**" option set, you must type "**n**" to prefix a count, so the example above would be typed "**n10s**" instead. Movement commands can be prefixed for greater control. "**?**" always brings up a menu of helpful texts.

Note: "**nethack -s all**" usually gives the high score list.

Commands (continued)

?	Help menu.	<	Go up to the previous level.
&	Tell what a command does.	>	Go down to the next level.
/	Tell what a symbol represents.	[yuh jk1bn] *	Go one step (or fight monster.)
.	checks more info, chose another loc,	[YUEJkLBN]	Go until you run into something.
,	skip additional information,	m[yuh jk1bn]	Move only (no pick or fight.)
;	skip more info, no more choosing,	F[yuh jk1bn]	Fight a monster.
:	always show more info if any,	M[yuh jk1bn]	Move far, no pickup.
[ESC]	terminates location choosing,	g[yuh jk1bn]	Move until something interesting.
?	help on location choosing,	[G^][yuh jk1bn]	Move, forked corridors uninteresting.
		_ or [mouse click]	Shortest path move, behaves like G .

* the numeric keypad can be used on some machines

Commands (continued)

.	Rest, do nothing for one turn.	i	List your inventory (what you're carrying.)
a	Apply (use) a tool (pick-axe, key, lamp, etc.)	I	List selected parts of your inventory.
A	Remove one or more worn items, such as armor. Use T (take off) to take off only one piece of armor or R (remove) to take off only one accessory.	I*	List all gems in inventory;
		Iu	List all unpaid items;
		Ix	List all used up items on your shopping bill;
^A	Redo the previous command.	I\$	Count your money.
c	Close a door.	o	Open a door.
C	Call (name) an individual monster.	O	Set options.
^C	Panic button. Quit the game.	P	Pay your shopping bill.
d	Drop something. Ex. " d7a " means drop seven items of object a .	P	Put on a ring or other accessory.
D	Drop several things. You should type zero or more object symbols possibly followed by a and/or i and/or u and/or m .	^P	Repeat previous message (subsequent ^Ps repeat earlier messages.)
		q	Quaff (drink) a potion.
		Q	Select an object for your quiver. You can then throw this using the F command.
Da	Drop all objects, without confirmation.		Read a scroll or spellbook.
Di	Examine inventory before dropping anything.	r	Remove an accessory (ring, amulet, etc.)
Du	Drop only unpaid objects (when in a shop.)	R	Redraw the screen.
Dm	Use a menu to pick which object(s) to drop.	^R	Search for secret doors and traps.
D%u	Drop only unpaid food.	s	Save (and suspend) the game.
^D	Kick something (usually a door.)	S	Throw an object or shoot a projectile.
e	Eat food.	t	Take off armor.
E	Engrave a message on the floor.	T	Teleport, if you have the ability.
E-	Write in the dust with your fingers.	^T	Display version number.
f	Fire object in quiver. Select ammunition with a Q command, or let the computer pick something appropriate if autoquiver is true.	v	Display the game history.

Commands (continued)

w	Wield weapon.	@	Toggle the autopickup option on and off.
w-	Wield nothing, use your bare hands.	^	Ask for the type of a trap you found earlier.
W	Wear armor.)	Tell what weapon you are wielding.
x	Exchange wielded weapon (2-w combat.)	[Tell what armor you are wearing.
x	Enter explore (discovery) mode.	=	Tell what rings you are wearing.
^x	Display character info and game deities.	"	Tell what amulet you are wearing.
z	Zap a wand. To aim at yourself, use " .	(Tell what tools you are using.
Z	Zap (cast) a spell.	*	Tell what equipment, same as " [= " (" .
^Z	Suspend the game (selected versions only.)	\$	Count your gold pieces.
:	Look at what is here.	\	Show types of discovered objects.
;	Show type of thing a visible symbol corresponds to.	+	List the spells you know. Rearrange spell listing.
,	Pick up some things.	!	Escape to a shell.

Extended Commands and Meta Commands

#adjust	Adjust inventory letters [a]	#pray	Pray to the gods for help [p]
#chat	Talk to someone [c]	#quit	Quit without saving [q]
#conduct	List challenges	#ride	Ride (or stop riding) a monster
#dip	Dip an object into something [d]	#rub	Rub a lamp [r]
#enhance	Advance/check weapons, spell skills [e]	#sit	Sit down [s]
#force	Force a lock [f]	#turn	Turn undead [t]
#invoke	Invoke an object's special powers [i]	#twoweapon	Toggle two-weapon combat [2]
#jump	Jump to another location [j]	#untrap	Untrap something [u]
#loot	Loot box, bag (floor), saddle (beside) [l]	#version	Print compile time options [v]
#monster	Use a monster's special ability [m]	#wipe	Wipe off your face [w]
#name	Name an item or type of object [n]	#?	Help for extended commands [?]
#offer	Offer a sacrifice to the gods [o]		

Meta command in [...] use the Alt key on many machines

Additional Meta Commands with number_pad Set

h	Displays help information.	1	Loot a box or bag or saddle.
j	Jump to another location.	n	Name an item or type of object.
k	Kick something (usually a door.)	u	Untrap a trap, door, or chest.