

AKALABETH  
world of doom

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Graphics-Keith Zabalaoui

WELCOME, FOOLISH MORTAL  
INTO THE WORLD  
AKALABETH!  
HEREIN THOU SHALT FIND GRAND  
ADVENTURE!  
CREATED BY SHAMINO SALLE DACIL,  
ALIAS RICHARD GARRIOTT

(C)-1980 BY RICHARD GARRIOTT  
INSTRUCTIONS (Y/N) ? Y

MANY, MANY, MANY YEARS AGO THE  
DARK LORD MONDAIN, ARCHFOE OF BRITISH,  
TRAVERSED THE LANDS OF AKALABETH  
SPREADING EVIL AND DEATH AS HE PASSED.  
BY THE TIME MONDAIN WAS DRIVEN FROM THE  
LAND BY BRITISH, BEARER OF THE WHITE  
LIGHT, HE HAD DONE MUCH DAMAGE UNTO  
THE LANDS.

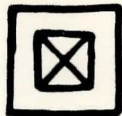
'TIS THY DUTY TO HELP RID AKALABETH OF  
THE FOUL BEASTS WHICH INFEST IT,  
WHILE TRYING TO STAY ALIVE!!!

## THE PLAYER STAT'S:

- HIT POINTS- AMOUNT OF DAMAGE A PLAYER  
CAN ABSORB BEFORE DEATH
- STRENGTH--- RELATED TO DAMAGE INFLICTED  
BY PLAYER AGAINST MONSTERS.
- DEXTERITY-- RELATED TO THE PROBABILITY  
OF A PLAYER HITTING A MONST.
- STAMINA----- RELATED TO PLAYER DEFENSE  
AGAINST MONSTERS
- WISDOM----- THIS ATTRIBUTE IS USED  
IN SPECIAL (QUEST!) ROUTINES
- GOLD----- MONEY!! CASH!! ASSETS!!



- THE TOWNS:  
THE ADVENTURE SHOPS-TRADE,  
BUYING EQUIPMENT.



- THE CASTLE:  
FROM THIS POINT ONE MAY  
EMBARK ON QUESTS BY WHICH  
THE GAME IS WON.



- MOUNTAINS:  
NON-PASSABLE OBSTACLES.



- TREES:  
LANDMARKS.



- DUNGEONS:  
WHERE THE EVIL THINGS LURK.

## MOVEMENT:

-KEY-	OUTDOORS	DUNGEON
CR	MOVE NORTH	MOVE FORWARD
<=	MOVE WEST	TURN LEFT
=>	MOVE EAST	TURN RIGHT
/	MOVE SOUTH	TURN AROUND
S	STATISTICS	STATISTICS
A	N/A	ATTACK
P	PAUSE ON/OFF	PAUSE ON/OFF
X	GO INTO TOWN	CLIMB LADDER
X	GO CASTLE	GO HOLE
SPACE	PASS	PASS

## THE TOWNS AND BUYING ITEMS:

TO BUY ANY ITEM ONE NEED ONLY TYPE THE FIRST LETTER OF THE ITEM WANTED. THE COST OF THE RESPECTIVE ITEMS IS DISPLAYED WHILE IN THE TOWN. THE GAME IS STARTED IN A TOWN SOMEWHERE ON THE 20X20 MAP.

## FIGHTERS -VS- MAGES

THE DISADVANTAGE OF BEING A FIGHTER IS THE LACK OF THE ABILITY TO CONTROL THE MAGIC AMULET, WHEREAS MAGI CAN NOT USE RAPIERS OR BOWS.

THOU DOEST NOW KNOW THE BASICS OF  
THE GAME, EXPERIMENT WITH THE COMMANDS,  
THERE IS MUCH THAT IS LEFT UNSAID FOR  
THEE TO DISCOVER IN THE FUTURE...

GO NOW UNTO THE WORLD AND SEEK  
ADVENTURE WHERE THOU MIGHT!!!

P.S. -SEARCH OUT THE CASTLE OF  
LORD BRITISH, USE THE -X- KEY TO GO IN!





