

AKALABETH

Player Statistics: Hit Points - amount of damage a player can absorb before death.

Strength - relates to damage inflicted by player to monsters.

Dexterity - Related to probability of player hitting monsters.

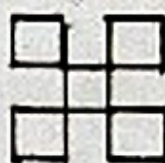
Stamina - related to player defense against monsters

Wisdom - used in special (quest) routines

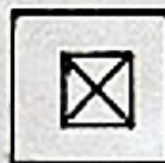
Key	<u>MOVEMENT</u>	
	Outdoors	Dungeon
CR	Move N.	Move forwards
←	Move W.	Turn left
→	Move E.	Turn right
/	Move S.	Turn around
S	Statistics	
A	N/A	Attack
P	Pause On/Off	
X	Go into town	Climb ladder
X	Enter castle	Go hole
Spc.	Pass	

Buying in Towns:
- type first letter of item wanted
- cost is displayed
- game is started in a town somewhere on a 20 x 20 grid.

SYMBOLS



Towns: - buy equipment
- trade, shops



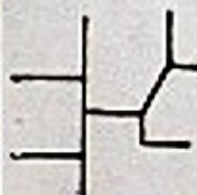
Castle: - from this point one embarks on quests by which game is won.



Trees: - landmarks



Dungeons: - where evil things lurk.



Mountains: - impassable obstacles.

Fighters V.S. Mages

The disadvantage of being a fighter is lack of the ability to control the magic amulet, whereas mages can not use rapiers or bows.

P.S. - Search out the castle of Lord British.