



Axes, Armour & Ale

Live, Die, Repeat

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Introduction

You have felt a growing dissatisfaction for some time. No longer content with shiny, flashy graphics in games that require rote memorisation and twitch reflexes in order to be successful. You started to crave something deeper a game that engages your imagination. A game that is different every time you play. A game that doesn't care whether you win or lose.

Axes, Armour & Ale is a traditional style roguelike. A dungeon delving game where the world and its inhabitants are represented by letters and characters in your terminal. Explore caves and dungeons to find better weapons and armour, and maybe the occasional magickal artefact left over from a previous age...



Setting

It has been years since the Great Wizard War, but the settlements of The Fallen Isles are still recovering. Where once, the different kindred lived in harmony with one another, humans, elves, dwarves, hobs, goblins and other races now view each other with distrust.

There are still traces of magick throughout the land, either wielded by those kindred with an innate ability, or by power-hungry scavengers who hunt for enchanted items. Memories of the war are still fresh though, and magick can be a slippery slope to madness.

You were born into this fractured land, a destitute nobody with no family, reputation, or home. Circumstances however, have thrown you into a fight for your life.

The die is cast...



Getting started

Axes, Armour & Ale runs from the terminal. It has low system requirements and should run on Windows, Linux, OSX and a potato...

Windows

You can run the game just by clicking on the icon, or by opening cmd.exe, navigating to where you extracted the file Axes.exe and typing Axes.exe

Linux & OSX

You may need to make the binary executable after you unzip the Axes folder, to do this:

Open a terminal and navigate to where you extracted the file Axes

Type `chmod +x Axes`

Now you can run the game by typing `./Axes`, on OSX you can also double-click the program icon.



Starting the game

When first starting the game, you will be given the option of choosing

to play as either an Elf, Dwarf or Human. Your choice will determine the style in which you play the game.

Elves are skilled with magick, and can use a bow and arrow with ease, but aren't as hardy as some of the other kindred. Elves cannot handle weapons and armour forged from iron, as metal pried from the ground is in opposition to their nature-bound abilities.

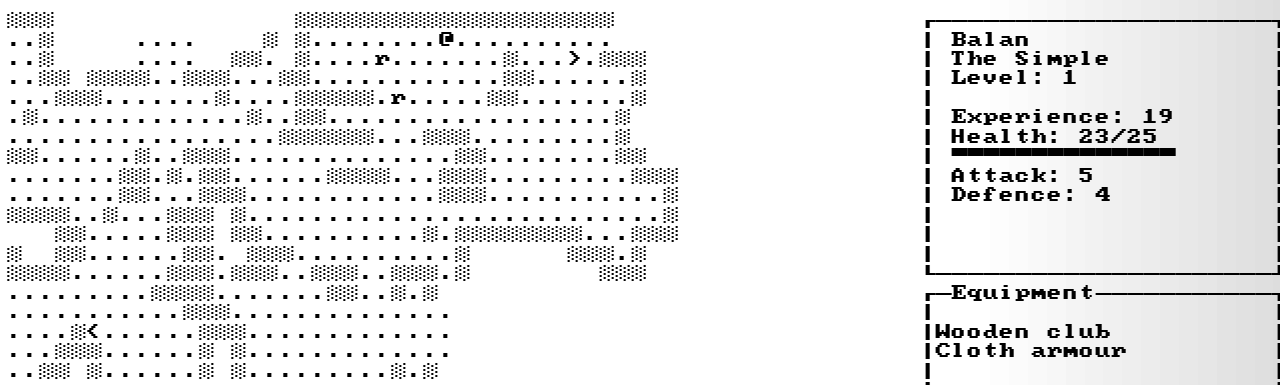
Dwarves are strong and resilient, with a love of ale. A Dwarf is at home under the ground, close to rock and iron. Their natural iron-bound abilities mean that Dwarves are not in tune with magick, and can neither cast nor sense it.

Humans are one of the newer races in the land, shorter lived and not as cautious. Nevertheless, Humans do not appear to be bound by the same laws as the other kindred. Able to use both magick and iron, although without being master of either, Humans prosper through sheer stubborn will.



The game map

The world of Axes, Armour & Ale is represented by text characters on an 80x25 terminal. Your character is represented by @, it's where you're at.



You don the cloth armour. The armour adds 1 point to your defence
 You pick up the Cloth armour
 You kill the Green Fungus
 The fungus lashes out at you but misses x3

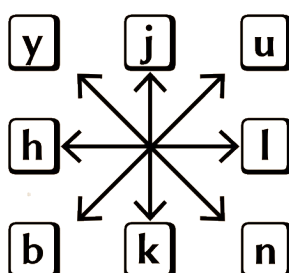
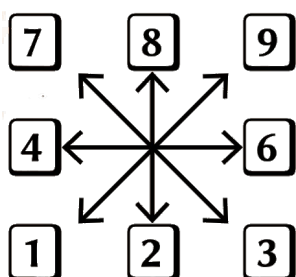
In the above screenshot you can see your character exploring a cave. To your left there are two rats, denoted by the letter `r`. You can also see stairs leading further down to another floor, `>`.

On the right side of the screen are your name, title, experience level and various statistics. As well as your current weapon and armour.

On the bottom of the screen is the message log. The messages that appear here describe the items, creatures, and events that you encounter in your adventures.

Moving around the world

Your character is controlled using either the numberpad or Vi keys. To move / fight in a direction:



You can also move in cardinal directions using the arrow keys.

Commands

You can perform various actions in the game with the following keys:

g or **,** - grab an item off of the floor

d - Drop an item that you're holding

w - Wield/Wear. Equip and unequip weapons, wear and remove armour

q - Quaff / Drink a liquid

t - Throw an object at an enemy

f - Fire a bow and arrow

z - Zap magick

l - Look at your surroundings

i - Inventory screen, see what your character is carrying

ESCAPE key

Bring up the Exit Game menu, on Linux and OSX you will need to double-tap the ESCAPE key

Let there be light! - Seeing in the game world

Your adventurer will spend most of their time underground, whether in caves, tombs or abandoned dungeons. Elves and dwarves are able to see a little further than humans, but all require some light in order to see.

Torches are carried by some of the lower races, but your adventurer prefers to carry a glowing Pixie in a jar. This is compact, taking up no space in your inventory. But despite poking holes in the top of the jar, every Pixie you carry will eventually die.

If your light goes out whilst underground, one of the many slavering creatures that wait for you in the darkness will take the opportunity to kill you. You should find a Pixie in a jar on every level underground, so make sure that you stock up when you find one.



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<https://github.com/cyberfilth/Axes-Armour-Ale>