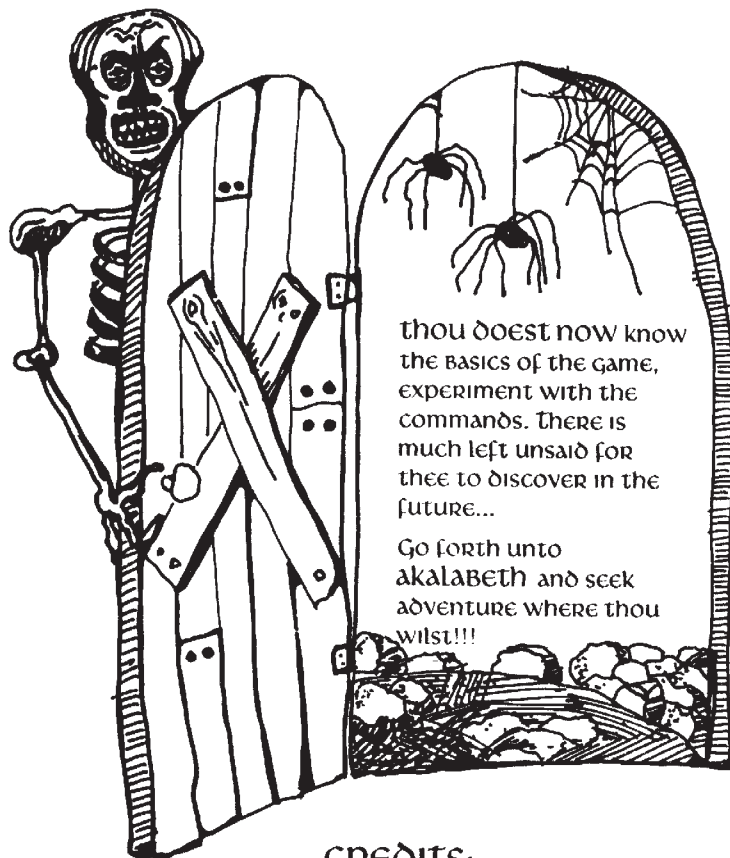thou doest now know the basics of the game, experiment with the commands. there is much left unsaid for thee to discover in the future...

Go forth unto akalabeth and seek adventure where thou wilst!!!
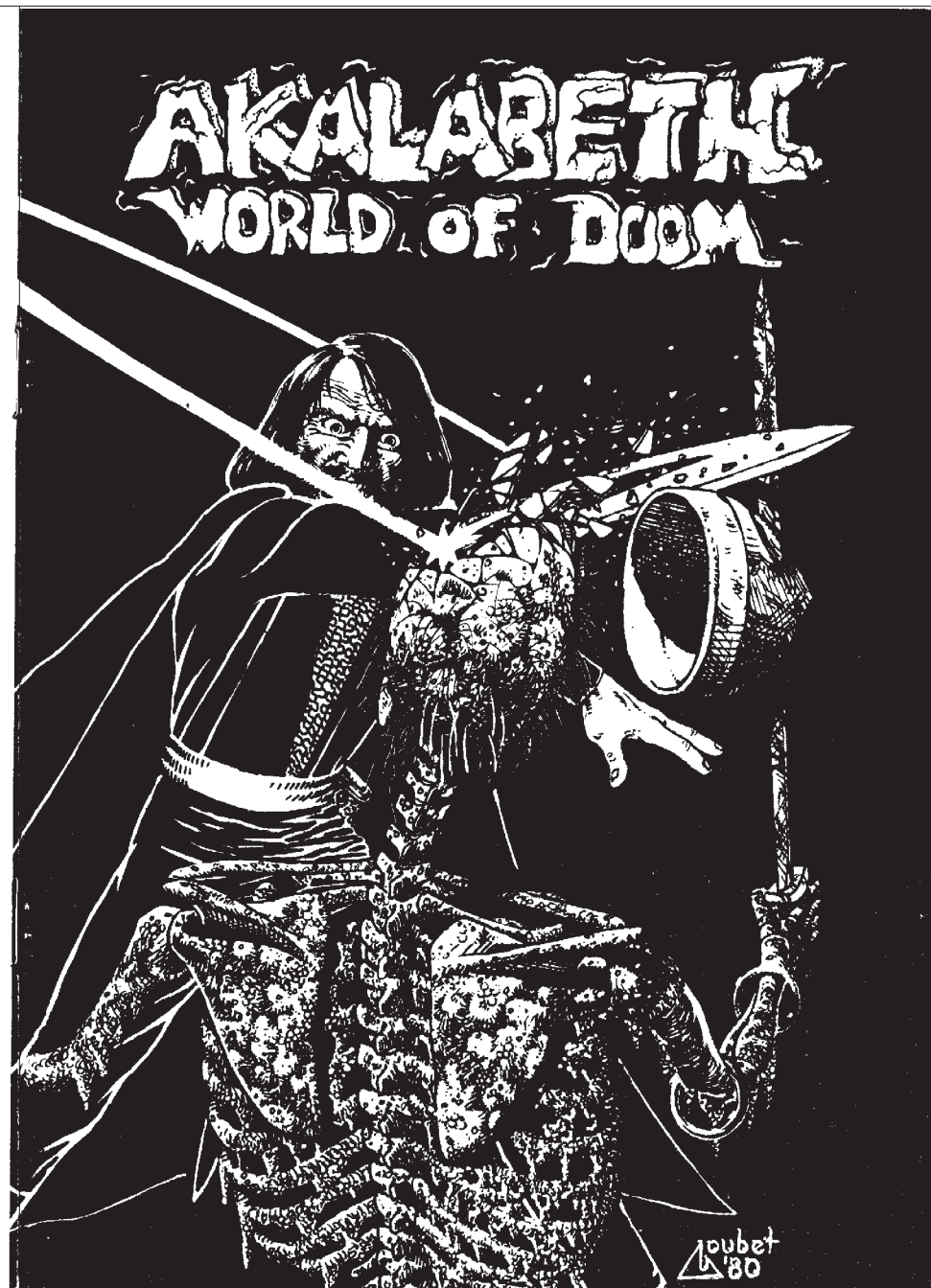
CREDITS:

Game Design & Coding: Lord British
Game Cover Art: Denis Loubet
Playbook Cover Art: Denis Loubet
Playbook Design & Inside Art: Robin West Design

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# AKALABETH WORLD OF DOOM

Loubet '80

BEWARE
foolish mortal ...
you tresspass in
akalaBeth! World of doom ...

the annals of akalaBeth

'Tis said that long ago peace and tranquility covered the lands. Food and drink flowed freely, man and beast lived in peace, gold and silver abounded- It was the Golden Age of akalaBeth.

Mondain, second born of Wolfgang, a great king of old, wished to gain his brother's inheritance and so he used his great powers for evil. Many years had Mondain traversed the lands of akalaBeth spreading evil and death as he passed. he created deep dungeons, so deep and extensive that their lower depths had never been explored. In these dungeons he unleased more evil. he sent thieves, skeletons and snakes to dwell near the surface, and daemons and balrogs to guard the depths. Now blood flowed freely in akalaBeth, and foul creatures soon came to roam near the surface. Mondain cast such sickness and pestilence upon akalaBeth, that both man and beast lived in constant fear. Thus was the dark age of akalaBeth.
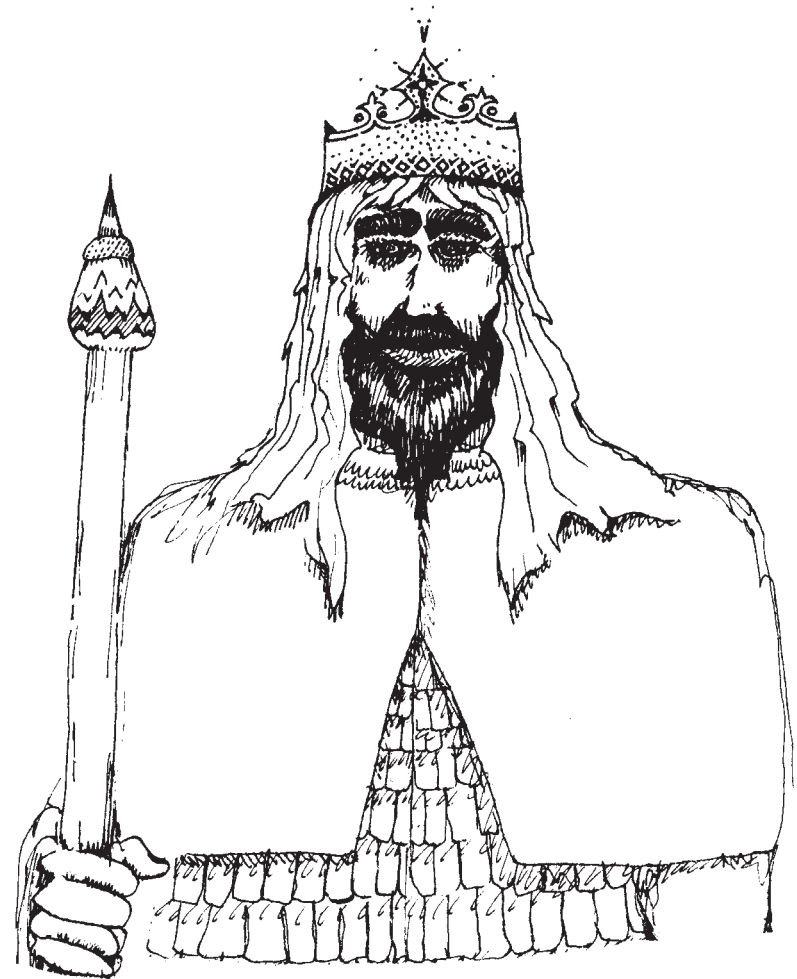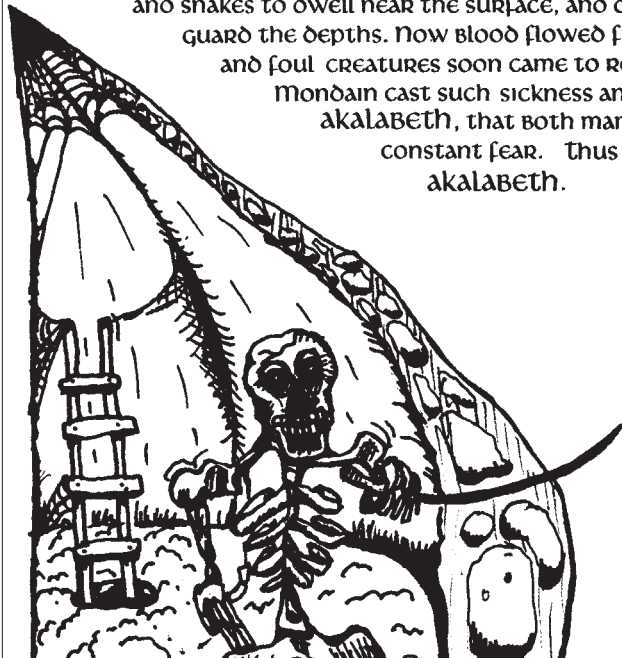
There arose from the land a man, pure and just, to battle the dark lord. British, Champion of the White Light, did battle with Mondain deep within the labyrinth of dungeons, eventually driving him from akalaBeth forever. British of the White Light was proclaimed lord British, Protector of akalaBeth. alas, much damage had been suffered unto the lands. the Revival of akalaBeth has begun.

'Tis thy duty to rid akalaBeth of the foul creatures which infest it, whilst trying to stay alive!!

first walk through akalabeth

note- the following information is presented in the same order as it is needed in the game; therefore they can be used simultaneously with first time one plays the game. -Lord British.

The Lucky Number: This is a seed for the random number generator. Each time you use the same number, the game setup is the same as the first time. *i.e. same map, same dungeons, same player and same monsters.

Level Of Play: This number is directly related to the monster strength. *ie. level of play 10 creates monsters that are ten times harder to destroy as level of play 1.

the player

Hit Points: The amount of damage a player can absorb before death. This number decreases each time thou art struck by a monster. Hit points are gained upon leaving a dungeon, based upon the types and levels of the creatures slain therein.

Strength: Related to the damage thou art capable of inflicting upon thy foes.

Dexterity: Used in the formulation of thy hit probability.

Stamina: Determines the defensive posture after sustained combat.

Wisdom: This attribute is used in special (quest) routines.

Gold: Money!!, assets!!.

the player type

An adventurer may choose to be a fighter or a magi. Either option has both advantages and disadvantages. The disadvantage of a fighter is the lack of ability to control the magic amulet. The magi cannot use rapiers or bows.

the adventure shop

At the beginning of the game and in every town, a player has the opportunity to purchase food and weapons. To buy any item, thou need only type the first letter of the item wanted. The cost of the items is displayed while in the town. **Be sure to buy enough food so as not to starve to death. The game is started in a town somewhere on a 20x20 map.

map legend and definitions

— The Towns:
    the adventure shops - Buying equipment.

— The Castle:
    To win the game it is necessary to visit the castle. From this point one may embark on a quest by which the game is won.

— Trees:
    Landmarks

— Mountains:
    Non-passable obstacles. The 20x20 map is bordered with mountains.

— Dungeons:
    Where evil things lurk.

movement

key	Outdoors	Dungeon
Return	move north	move forward
←	move west	turn left
→	move east	turn right
/	move south	turn around
s	Statistics	Statistics
a	n/a	attack
Space Bar	Pass	Pass

x — The 'x' key has a number of applications. It is used when the player wishes to climb ladders, enter towns, enter the Castle and climb down through trapdoors.

p — Pause On/Off - With the pause on, the computer stops after each conflict sequence allowing the player to read the display before going on. However, this slows game execution to some extent. Beginners as well as those under simultaneous attack may wish to use the pause function.