

# Instructions for Evil Wizard Game

## 1. Goal

-The goal of the game is to defeat an evil wizard named Gorvenal. You will need different items to aid you on your quest.

## 2. Types of items

- A) Scroll - Contains messages or clues that
- B) Pickaxe - Used for mining
- C) Diamond - An ingredient to create
- D) Diamond-ore - Source for diamonds, can be mined
- E) Potion - Can be consumed to gain positive or negative effects
- F) Key - Used to unlock locked doors
- G) Stick - An ingredient to create Sword
- H) Sword - A weapon used to defeat the wizard
- I) Puppy - A smart young dog that talks
- J) Wizard - A dude who wants to kill you with magic

## 3. General Instructions

- A) You will start in the starting room with a scroll and a door. Read scrolls to get information on how to complete the game
- B) Some scrolls will provide crafting recipes for useful items. You can create specific items using the create-item command where item is the type of item you want to create
- C) You must go to different rooms to find items that will help you on your quest to defeat the evil wizard
- D) Some doors will be locked. These doors must be unlocked by keys. To unlock a door, use the (unlock door) command.
- E) You may need to change the orientation of the key by using (turn key) to unlock a door
- F) Diamond ores can be a source of diamonds to create new items. Use (mine diamond-ore) to extract the resources from an ore.
- G) Potions can have positive or negative effects.
- H) Before entering the "Sinister door" make sure you have all the items needed to defeat the wizard (or else you'll die).
- I ) To fight the wizard use the (attack(the wizard)) command. You'll be assisted by a puppy, you can talk to him by using (call(the puppy)) .