Quick start guide.

Introduction.

So, you have chosen the follow the adventure of the Bitterblack Isles, I see there have been many brave ones but most of them don’t survive out here. When starting this adventure, you will need to know a few things first. The way we do things around here for example. You can’t just walk around all willy-nilly there is an order in which things have to be done. You will be dropped into the Bitterblack harbor from here you will go deeper into the Bitterblack Isles where you find that some doors have been closed, but don’t worry you will find a key for those closed doors. There will also be a final boss that is the clear condition for the Bitterblack Isles.

Commands you will need to know to play World of Zuul.

Go (followed by direction): this command is used to move to a different area.

Quit: this command allows you to leave the game.

Look: this command allows you to see what is in the room once again.

Back: this command allows you to go back to the previous room (can be used in succession).

Take (followed by what you want to pick up, if an item is called “tasty looking bread”, type ‘bread’, but for the keys; “Vault key”, type ‘vaultkey’): this command is used to pick up items of the ground.

Drop (followed by what you want to drop): this command is used to drop an item from your inventory.

Player: this command is used to show your player stats.

About: this shows you a quick summary about the game and its creators.

Heal: this command allows you to drink a health potion to heal your health.

Attack: this command allows you to attack a monster.

Read: this command allows you to read a book.