

HOW TO PLAY

WELCOME TO AHKRANOX, A WORLD FILLED WITH DEEP DUNGEONS, SAVAGE CREATURES, FORTIFIED CITIES AND EPIC LOOT.

YOUR JOURNEY WILL BE FROUGHT WITH DANGER, AND IT WILL TAKE PATIENCE, STRATEGY AND CUNNING TO SURVIVE.

SOME BASIC TIPS TO FOLLOW

- DON'T RUSH. THE WORLD IS UNFORGIVING TO LOW AND HIGH LEVELS ALIKE.
- YOU START AS A SCAVENGER, NOT A WARRIOR. LEARN TO PICK YOUR BATTLES.
- GATHER WHAT YOU CAN. YOU CAN SELL PRACTICALLY EVERYTHING YOU FIND TO GATHER GOLD.
- STAYING WELL EQUIPPED IS THE KEY TO SURVIVAL. A FULL SUIT OF ARMOUR, A GOOD WEAPON AND A THOROUGH COLLECTION OF POTIONS
- TRY TO MAINTAIN A BALANCE OF SKILLS. BECOMING TOO POWERFUL IN MAGIC WILL CAUSE YOUR PHYSICAL ATTRIBUTES TO SUFFER, AND VICE VERSA.

IN THE REST OF THIS TUTORIAL, YOU WILL LEARN HOW TO INTERACT WITH THE GAME AND BEGIN YOUR JOURNEY INTO THE WORLD OF AHKRANOX.

GOOD LUCK TO YOU, CHOSEN ONE...

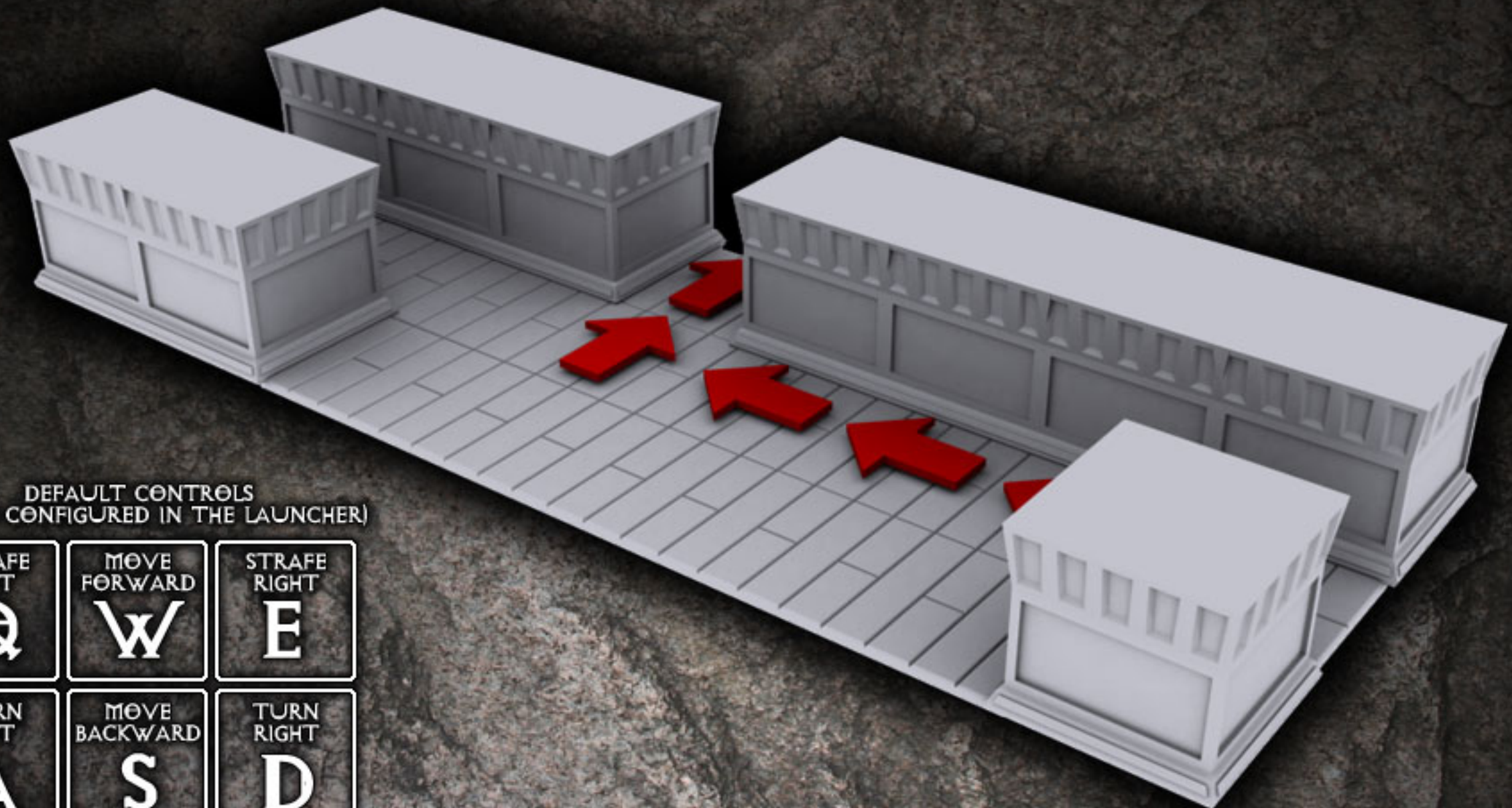


HOW TO PLAY

THE WORLD OF MALEVOLENCE IS DIVIDED INTO AN INVISIBLE GRID - LIKE A CHESS BOARD - AND YOU MOVE ACROSS IT ONE SQUARE AT A TIME.

WHEN TURNING, YOU ROTATE IN 90 DEGREE ITERATIONS. WHEN STANDING STILL, HOWEVER, YOU CAN USE THE FREE-LOOK FEATURE TO TAKE STOCK OF YOUR SURROUNDINGS BY HOLDING DOWN THE RIGHT MOUSE BUTTON AND MOVING THE CURSOR.

THE MONSTERS USE THIS VERY SAME SYSTEM. AFTER YOU MOVE ONE SQUARE, THEY ALL GET TO MOVE ONE SQUARE. ROTATING OR LOOKING AROUND, HOWEVER, DOESN'T COST YOU A TURN.



DEFAULT CONTROLS
(CAN BE CONFIGURED IN THE LAUNCHER)

STRAFE LEFT Q	MOVE FORWARD W	STRAFE RIGHT E
TURN LEFT A	MOVE BACKWARD S	TURN RIGHT D

HOW TO PLAY

PRESSING F1 WILL LET YOU PLAY IN SLIMLINE MODE - HERE'S HOW TO USE IT!

READY SPELL

READY WEAPON

FIREBALL
MAPLE LONGS...

MINIMAP

FIRE AN ARROW

ONLY VISIBLE WHEN YOU
ARE HOLDING A BOW

HEALTH

MANA

SECRET
GEM

ILLUMINATES WHEN
YOU'RE NEAR A SECRET

MONSTER GEM

ILLUMINATES WHEN
YOU'RE NEAR AN ENEMY

ATTENTION
GEM

ILLUMINATES WHEN
YOU'RE NEAR SOMETHING
YOU NEED TO PAY
ATTENTION TO, LIKE
A TRAP OR A DUNGEON
ENTRANCE

(FROM LEFT TO RIGHT)
OPEN CHARACTER SHEET
OPEN SPELLBOOK
OPEN INVENTORY
WAIT ONE TURN
OPEN MAP
QUEST LOG
CAST SPELL
MAIN MENU

HOW TO PLAY

THE DEEP PLACES OF AHKRANOX ARE FILLED WITH TERRIBLE TRAPS, LAYING IN WAIT FOR THE UNSUSPECTING ADVENTURER TO TRIGGER.

THERE ARE TWO CLASSES OF TRAP TO KEEP A WATCH FOR AS YOU EXPLORE: MECHANICAL AND MAGICAL.

MECHANICAL TRAPS

- TYPES:
- SPIKE TRAPS
LAUNCH RAZOR SHARP SPIKES AT YOU FROM THE FLOOR AND CEILING. CAN BE TRIGGERED MORE THAN ONCE.
 - ROCK TRAPS
DUMP A LOAD OF RUBBLE ON YOUR HEAD, BUT CAN ONLY BE TRIGGERED ONCE BEFORE DEACTIVATING.
 - PIT TRAPS
WILL DROP YOU INTO A SPIKED PIT, KILLING YOU OUTRIGHT, NO MATTER WHAT YOUR STATS OR GEAR.

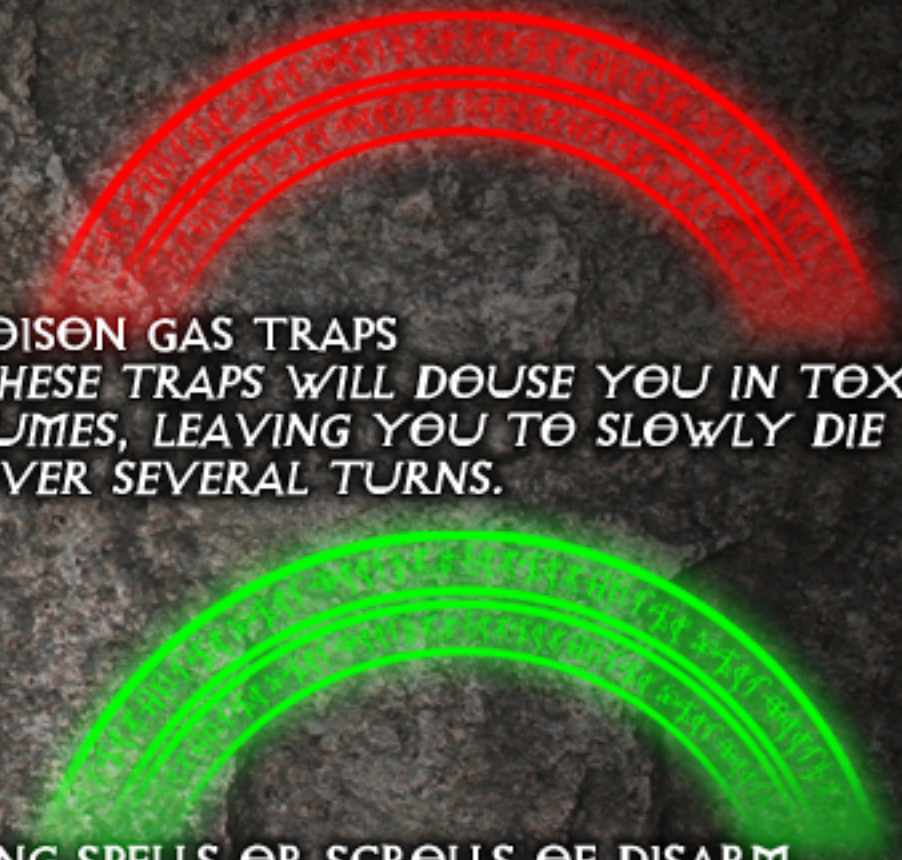
DISARM USING MECHANICAL TRAP LOCKS



MAGICAL TRAPS

- TYPES:
- FIRE TRAPS
THESE TRAPS WILL IMMOLATE YOU IN UNHOLY FIRE. DON'T ENTER THE RED CIRCLES UNLESS YOU ABSOLUTELY MUST.
 - POISON GAS TRAPS
THESE TRAPS WILL DOUSE YOU IN TOXIC FUMES, LEAVING YOU TO SLOWLY DIE OVER SEVERAL TURNS.

DISARM USING SPELLS OR SCROLLS OF DISARM



HOW TO PLAY

AMONGST THE LOOT YOU WILL FIND MANY HELPFUL ITEMS. HERE ARE A FEW OF THE MORE USEFUL ONES:



HEALTH POTIONS - COME IN THREE DIFFERENT SIZES, REPLENISHING DIFFERENT AMOUNTS OF HEALTH.



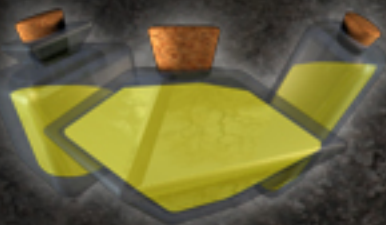
ANKH SEGMENTS - COLLECTING 4 OF THESE WILL CAUSE THEM TO FORM INTO AN ANKH OF RESURRECTION.



MANA POTIONS - COME IN THREE DIFFERENT SIZES, REPLENISHING DIFFERENT AMOUNTS OF MANA.



ANKH OF RESURRECTION - HOLDING ONE IN YOUR INVENTORY WILL SAVE YOU FROM DEATH. SINGLE USE.



REJUVENATION POTIONS - COME IN THREE DIFFERENT SIZES, REPLENISHING BOTH HEALTH AND MANA.



RECALL MEDALLION - WILL INSTANTLY TELEPORT YOU OUT OF A DUNGEON AND BACK TO THE SURFACE. SINGLE USE.



ANTEDOTE POTION - CURES ANY FORM OF LONG-TERM POISON EFFECTS YOU MAY BE SUFFERING FROM.



TORCH - ILLUMINATES YOUR SURROUNDINGS FOR A WHILE, MAKING IT EASIER TO NAVIGATE.



TEARS OF HVR-YDLEH - CAUSES YOU TO BE EXTREMELY LUCKY FOR A PERIOD OF TIME.



GAZETTEER OF SMEHG-HET - REVEALS NEARBY LOCATIONS ON YOUR MAP.

HOW TO PLAY

WE WON'T SUGAR-COAT IT. MALEVOLENCE IS AN EXCEPTIONALLY DIFFICULT GAME, BUT IT HAS BEEN MADE TO BE THAT WAY DELIBERATELY. TRUE HEROES ARE FORGED IN FIRE AND WAR, NOT HELD BY THE HAND!



REMEMBER THESE KEY POINTS AND YOU MAY JUST STAY ALIVE

- MALEVOLENCE WILL NOT GO EASY ON YOU BECAUSE YOU ARE A LOW LEVEL.
- IF YOU CAN'T WIN THE FIGHT, RUN. IT'S OK TO RUN.
- IF YOU'RE NOT PREPARED BEFORE YOU VENTURE FORTH, YOU WILL DIE.
- DIFFERENT PARTS OF AHKRANOX ARE SET TO DIFFERENT DIFFICULTIES. IF YOU'RE HAVING A HARD TIME, PERHAPS IT'S TIME TO MOVE ON.
- IF YOU HAVE NO GEAR AND NO GOLD, YOU'LL NEED TO BECOME A SCAVENGER FOR A WHILE, MOVING IN THE SHADOWS AND TAKING WHAT YOU CAN FIND TO SELL FOR GOLD.

HOW TO PLAY

THAT IS ALL FOR NOW, CHOSEN ONE. WE WISH YOU THE BEST OF LUCK ON YOUR JOURNEYS THROUGH AHKRANOX.

DON'T LOSE YOUR WAY, DON'T BE TOO BOLD AND BEWARE THE SUNSET, CHOSEN ONE. IT MAY JUST SAVE YOUR LIFE...

