

Nouns: mark all different verbs in green.

The goal of the game is to **descend** in a deep dungeon with many levels and **find** the Amulet of Yendor from the lowest level and **return** to the entrance. **Ascending** towards the entrance from deeper levels and **exiting** the game at the entrance is possible only if the player **carries** the amulet.

Adjacent levels are **connected** to each other with staircases.

Each level **consists of** a number of caves with different rectangular shapes and sizes, and corridors **connecting** the caves. The caves and corridors consist of locations and the player **moves** with the arrow keys to the next location, if possible. Each location can **include** either the player or some other creature (monster). In addition, each location can include different kinds of things which the player can **pick up** to help her/him. These include various kinds of weapons, armors, food and several different types of magic things (rings, scrolls, potions and wands). The player can also find gold piles of different sizes. Some cave locations may **have** secret trapdoors and if the player does not **notice** them, he/she can **fall down** to the next deeper level or even several levels. Caves have doors to the corridors, but sometimes the door **is** a hidden door. Otherwise the cave or corridor walls cannot be **penetrated**. On the first levels the caves are lighted, i.e., the play can **see** the whole cave when entering it. On deeper levels more and more caves are dark, and the player can see only the neighboring locations. Corridors are always dark. The player, however, will **map** each level when proceeding.

On each level the player will **meet** different types of monsters, most of which will **attack** her/him. The monsters **become** more dangerous the deeper the player **proceeds** in the game. Many of them have special skills, such as **freezing** the player for a moment (floating eye) or **confusing** the player (umberhulk) so that he/she **goes around** randomly. Most monsters can attack the player only when they are in the neighboring location but some (dragon) can attack from distance, too. The player can attack the monsters by **hitting** them with the weapons they are currently **wielding** (proceedings towards the monsters's location) or **throwing** some weapons towards the monsters or **using** some magic wands which **work** from distance. Both the player and the monsters have initial life points which **decrease**, when they are hurt. If the life points decrease to zero the player/monster **dies**. When the player **advances** in the game he/she **gets experience levels** which **make her/him stronger**.

Only one weapon can be wielded at a time. Two rings and one armor can be **worn** at a time. Potions can be **drunk**. Scrolls can be **read** and wands can **used**. Weapons, armors and some rings have an initial spell which either **makes** them stronger or weaker. They can also be cursed which means that wearing a cursed ring or armor or wielding a cursed weapon implies that the item cannot be removed until the curse has been **removed** with some other magic thing. Initially all things can only be **recognized** as with their symbols and only using them will **reveal** their spell, curse or action, unless the player has already found an identical thing. Things have a weight and the player can carry only a limited weight.

On each time step the player can **do** one action (**move**, **pick/drop** item, **eat** food, use item, etc.) and equally each monster at the player's level will do one action. Some monsters are initially asleep and **wake up** randomly if the player **passes by**. The player **consumes** food on each step, the player **gets hungry** and finally **faints**, unless he/she eats more food.