A Guide to the Dungeons of Doom

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ABSTRACT

     Rogue is a visual crt based fantasy game
which   runs   under   the   UNIX   timesharing system.
This paper describes how to play rogue and gives a
few hints for those who might otherwise get lost
in the Dungeons of Doom.

1. Introduction

     You have just finished your years as a student at the
local fighter's guild.   After much practice and sweat you
have finally completed your training and are ready to embark
upon a perilous adventure. As a test of your skills, the
local guildmasters have sent you into the Dungeons of Doom.
Your task is to return with the Amulet of Yendor. Your
reward for the completion of this task will be a full
membership in the local guild, plus you are allowed to keep
all the loot you bring back from the dungeons.

     In preparation for your journey, you are given an
enchanted sword, taken from a dragon's hoard in the far off
Dark Mountains. You are also outfitted with elf-crafted
armor and given enough food to reach the dungeons. You say
goodbye to family and friends for what may be the last time
and head up the road.

     You set out on your way to the dungeons and after
several days of uneventful travel, you see the ancient ruins
that mark the entrance to the Dungeons of Doom. It is late
at night so you make camp at the entrance and spend the
night sleeping under the open skies. In the morning you
gather your sword, put on your armor, eat what is almost
your last food and enter the dungeons.

2.   What is going on here?

     You have just begun a game of rogue. Your goal is to
grab as much treasure as you can, find the amulet of Yendor,
and get out of the Dungeons of Doom alive. On the screen, a
map of where you have been and what you have seen on the
current dungeon level is kept. As you explore more of the
level, it appears on the screen in front of you.

     Rogue differs from most computer fantasy games in that
it is screen oriented. Commands are all one or two keys-
trokes* and the results of your commands are displayed graph-
ically on the screen rather than being explained in words.

     Another major difference between rogue and other com-
puter fantasy games is that once you have solved all the
puzzles in a standard fantasy game, it has lost most of its
excitement and it ceases to be fun. Rogue on the other hand
generates a new dungeon every time you play it and even the
author finds it an entertaining and exciting game.

3.   What do all those things on the screen mean?

     In order to understand what is going on in rogue you
have to first get some grasp of what rogue is doing with the
screen. The rogue screen is intended to replace the "You
can see ..." descriptions of standard fantasy games. Here
is a sample of what a rogue screen might look like.

```
                    --------------------
                    |...................+
                    |...@...........[...|
                    |........B..........|
                    |...................|
                    --------+-----------
```

        Level: 1 Gold: 0   Hp: 12(12) Str: 18 Ac: 6 Exp: 1/0

3.1. The bottom line

     At the bottom line of the screen is a few pieces of
cryptic information, describing your current status. Here
is an explanation of what these things mean:

Level   This number indicates how deep you have gone in the
         dungeon. It starts at one and goes up forever**.

Gold   This is the number of gold pieces you have managed
         to find and keep with you so far.

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*As opposed to pseudo English sentences.
**Or until you get killed or decide to quit.

Hp   This is your current and maximum hit points.   Hit
        points indicate how much damage you can take before
        you die. The more you fight, the lower they get.
        You can regain hit points by resting. The number in
        parentheses is the maximum number your hit points
        can reach.

Str   This is your current strength.   This can be any
        integer less than or equal to eighteen. The higher
        the number, the stronger you are.

Ac   This is your current armor class. This number indi-
        cates how effective your armor is in stopping blows
        from unfriendly creatures. The lower this number
        is, the more effective the armor.

Exp   These two numbers give your current experience level
        and experience points. As you do things, you gain
        experience points.   At certain experience point
        totals, you gain an experience level. The more
        experienced you are, the better you are able to
        fight and to withstand magical attacks.

3.2. The top line

     The top line of the screen is reserved for printing
messages   that describe things that are impossible to
represent visually. If you see a "--More--" on the top
line, this means that rogue wants to print another message
on the screen, but it wants to make certain that you have
read the one that is there first. To read the next message,
just press a space.

3.3. The rest of the screen

     The rest of the screen is the map of the level as you
have explored it so far. Each symbol on the screen
represents something. Here is a list of what the various
symbols mean:

@   This symbol represents you, the adventurer.

- , | These symbols represent the walls of rooms.

+   This is a door to/from a room.

.   This is the floor of a room.

This is the floor of a passage between rooms.

*   This is a pile or pot of gold.

)   This is a weapon of some sort.

]   This is a piece of armor.

!   This is a flask containing a magic potion.

?   This is a piece of paper, usually a magic scroll.

^   This is a trap, watch out for these.

%   This is the passage leading down to the next level.

:   This is a piece of food.

A-Z   The uppercase letters represent the various inhabi-
        tants of the Dungeons of Doom. Watch out, they can be
        mean.

4. Commands

     Commands are given to rogue by pressing single letters.
Most commands can be preceded by a count to repeat them
(e.g. typing "10s" will do ten searches) The list of com-
mands is rather long, but it can be read at any time during
the game with the ? command. Here it is for reference, with
a short explanation of each command.

?   The help command. Asks for a character to give help
        on.   If you type a *, it will list all the commands,
        otherwise it will explain what the character you typed
        does.

/   This is the "What is that on the screen?" command. A /
        followed by any character that you see on the level,
        will tell you what that character is.   For instance,
        typing /@ will tell you that the @ symbol represents
        you, the player.

d   Drop an object. Take something out of your pack and
        leave it lying on the floor. Only one object can
        occupy each space.

e   Eat food. Take some food out of your pack and eat it.

f   Find prefix. When followed by a direction it means to
        continue moving in the specified direction until you
        pass something interesting or run into a wall.

i   Inventory. List what you are carrying in your pack.

I   Selective inventory. Tells you what a single item in
        your pack is.

h , H   Move left. You move one space to the left.   If you
        use upper case h, you will continue to move left until
        you run into something. This works for all movement
        commands (e.g. L means run in direction l)

j   Move down.

k   Move up.

l   Move right.

y   Move diagonally up and left.

u   Move diagonally up and right.

b   Move diagonally down and left.

n   Move diagonally down and right.

o   Examine and set options.   This   command is further
        explained in the section on options.

Q   Quit. Leave the game.

q   Quaff. Drink one of the potions you are carrying.

R   Repeat last message. Useful when a message disappears
        before you can read it.

r   Read. Read one of the scrolls in your pack.

s   Search for traps and secret doors. Examine each space
        immediately adjacent to you for the existence of a
        trap or secret door. There is a large chance that
        even if there is something there, you won't find it so
        you might have to search a while before you find some-
        thing.

S   Save the current game in a file. Caveat: Rogue won't
        let you start up a copy of a saved game, and it
        removes the save file as soon as you start up a
        restored game. This is to prevent people from saving
        a game just before a dangerous position and then res-
        tarting it if they die. To restore a saved game, give
        the file name as an argument to rogue. As in
                % rogue save_file

T   Take armor off.   You can't remove armor that is
        cursed. This takes extra time.

t   Throw an object. This is a prefix command. Follow it
        with a direction and you throw an object in the speci-
        fied direction. (e.g. type "th" to throw something
        left.)

v   Prints the program version number.

w   Wield a weapon. Take a weapon out of your pack and
         carry it.   You must be wielding weapon to use it
         (except to throw things). To fire an arrow, you must
         wield the bow.   You can only wield one weapon at a
         time.

W   Wear armor. Take a piece of armor out of your pack
         and put it on. You can only wear one suit of armor at
         a time.

>   If you are standing over the passage down to the next
         level, this command means to climb down.

         (space) Rest. This is the "do nothing" command. This
         is good for waiting and healing.

5. Dealing with objects

      When you find something in the dungeon, it is common to
want to pick the object up. This is accomplished in rogue
by walking over the object. If you are carrying too many
things, the program will tell you and it won't pick up the
object, otherwise it will add it to your pack and if the
notify option is set, tell you what you just picked up.

      Many of the commands that operate on objects must
prompt you to find out which object you want to use. If you
change your mind and don't want to do that command after
all, just press an escape and the command will be aborted.

6. Fighting

      If you see a monster and you wish to fight it, just
attempt to run into it. Many times a monster you find will
mind its own business unless you attack it. It is often the
case that discretion is the better part of valor.

7. Armor

      There are various sorts of armor lying around in the
dungeon.   Some of it is enchanted, some is cursed and some
is just normal. Different armor types have different armor
classes.   If a piece of armor is enchanted or cursed, its
armor class will be higher or lower than normal. Here is a
list of the various armor types and their normal armor
class.

Class	Type
Leather armor	8
Studded leather / Ring mail	7
Scale mail	6
Chain mail	5
Banded mail / Splint mail	4
Plate mail	3

8. Options

Due to variations in personal tastes and conceptions of the way rogue should do things, there are a set of options you can set that cause rogue to behave in various different ways.

8.1. Setting the options

There are basically two ways to set the options.   The first is with the "o" command of rogue, the second is with the ROGUEOPTS environment variable. On V6 systems, there is no equivalent of the ROGUEOPTS feature.

8.1.1. Using the "o" command

When you press "o" in rogue, it clears the screen and displays the current settings for all the options. It then places the cursor by the value of the first option and waits for you to type. You can type a "+" which means to go to the next option, a "-" which means to go to the previous option, an escape which means to return to the game, or you can give the option a value.   For boolean options this merely involves pressing "t" for true or "f" for false. For string options, type the new value followed by a return.

8.1.2. Using the ROGUEOPTS variable

The ROGUEOPTS variable is a string containing a comma separated list of initial values for the various options. Boolean variables can be turned on by listing their name and turned off by putting a "no" in front of the name. Thus to set up an environment variable so that jump is on, terse is off, the name is set to "Conan the Barbarian" and the fruit is "mango", use the command

```
    % setenv ROGUEOPTS "jump,noterse,name=Conan the Barbarian,fruit=mango" *
```

_____

*For those of you who use the Bourne shell, the commands would be
```
    $ ROGUEOPTS="jump,noterse,name=Conan the Barbarian,fruit=mango"
    $ export ROGUEOPTS
```

8.2. Option list

Here is a list of the options and an explanation of
what each one is for.   The default value for each is
enclosed in square brackets.

terse [noterse]   Useful for those who are tired of
                        the sometimes lengthy messages of
                        rogue. This is a useful option for
                        those on slow terminals.

jump [nojump]   If this option is set, running
                        moves will not be displayed until
                        you reach the end of the move.
                        This saves considerable cpu time
                        and display time.

step [nostep]   When step is set, lists of things,
                        like inventories or * responses to
                        "Which item do you wish to xxxx? "
                        questions, are displayed one item
                        at a time on the top of the screen,
                        rather than clearing the screen,
                        displaying the list,   then   re-
                        displaying the dungeon level.

flush [noflush]   If flush is set, all typeahead is
                        thrown away after each round of
                        battle. This is useful for those
                        who type way ahead and watch to
                        their dismay as a Kobold kills
                        them.

askme [noaskme]   Upon reading a scroll or quaffing a
                        potion which does not automatically
                        identify it upon use, rogue will
                        ask you what to name it so you can
                        recognize it in the future.

name [account name]   This is the name of your character.
                        It is used if you get on the top
                        ten scorer's list.   It should be
                        less than eighty characters long.

fruit [slime-mold]   This should hold the name of a
                        fruit that you enjoy eating. It is
                        basically a whimsy that the program
                        uses in a couple of places.

9. Acknowledgements

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