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.

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†UNIX is a trademark of Bell Laboratories

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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. In addition, you are allowed to keep all the loot you bring back from the dungeons.

In preparation for your journey, you are given an enchanted mace, a bow, and a quiver of arrows 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 weapons, 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 keystrokes[1] and the results of your commands are displayed graphically on the screen rather than being explained in words.[2]

Another major difference between rogue and other computer 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