

EPYX™

ROGUE

INSTRUCTION MANUAL



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
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YOU ARE THE ROGUE



Your quest is to fight your way through the Dungeons of Doom and return with the fabled Amulet of Yendor (or die trying). For protection, you have been given armor, an enchanted mace, a bow, and a quiver filled with arrows. At the beginning of your journey you have food to last you one meal. In the dungeons you will find more food and weapons left behind by previous unlucky seekers. As you descend, search out these hidden treasures, gold pieces, and magical potions to help you in your ultimate search—the quest for the Amulet. But be prepared for the many monsters that will make your journey challenging. As you proceed through each journey you will be ranked on your quest. Return triumphant and enter the highest ranks of the Guildmaster's Hall Of Fame.



STARTING PLAY

Into the Darkness

After the title screen appears press any key to advance to the next screen. You will be asked to name your rogue character. The name can be up to 23 characters. Type in your name and press .

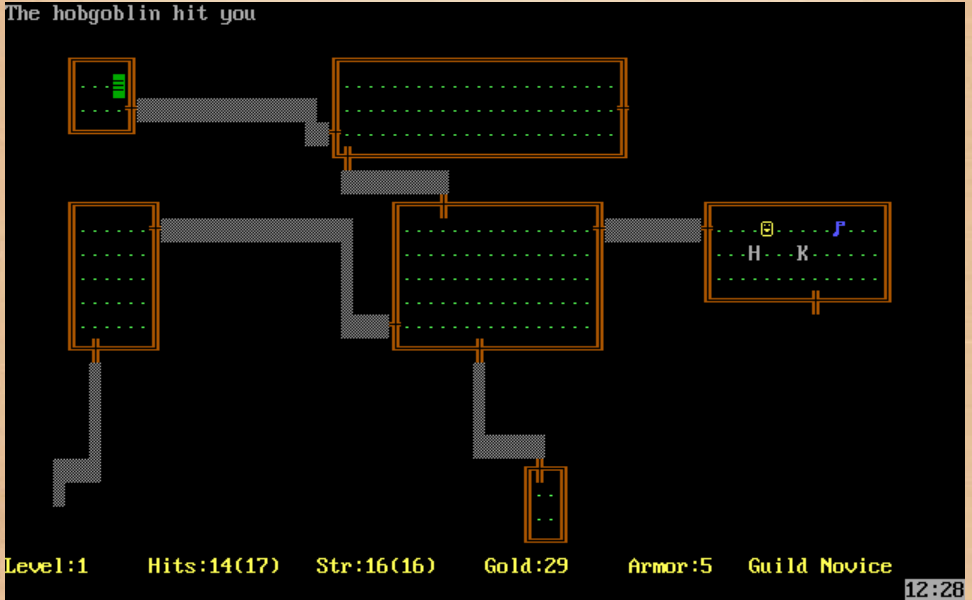
The next screen opens onto the first of 26 levels of the Dungeons of Doom. Throughout play, two help keys provide guidance as you master the game:

 or  +  gives you a list of all keyboard commands.

 or  lists and identifies all the objects that you may encounter during your descent into the dungeon.

GAME PLAY

Through the Maze!



The objects you encounter during your descent into the Dungeons of Doom include:

☒	the hero	⌘	some gold	⌚	a magic staff
·	the floor	⌚	a weapon	⌚	a magic ring
⌚	a door	⌚	a potion	⌚	♦ a trap
⌚	a passage	⌚	some armor	⌚	⌚ a scroll
=	a wall	⌚	some food	⌚	⌚ safe magic
≡	a staircase	⌚	the Amulet of Yendor	⌚	+ perilous magic
A-Z	26 different monsters				

You can see this same list at any time by pressing **F2** or **/**.

At the bottom of the screen the following information is displayed, from left to right:

Level 1 : # Indicates the current dungeon level being explored.

Hits:## Current hit points. The number in parentheses is your maximum hit points. Your maximum hit points will continue to grow as you survive succeeding battles.

Str:## Current level of magical strength. The number in parentheses is the upper limit of your magical powers — which can be changed up or down by quaffing certain potions, wearing magic rings, and getting bitten.

Gold:## The number of gold pieces you have.

Armor:## Current armor level.

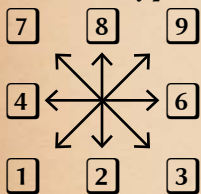
(Rank) The current rank in the select legion of seekers after the Amulet. As you increase your skills, your current rank will be updated—from no status, through Guild Novice, Apprentice, Journeyman, Adventurer, Fighter, Warrior, and many more.

The bottom right of the screen shows a clock.

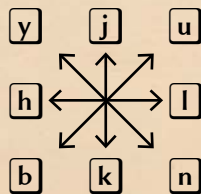
Moving in the Dungeon

Use any of the following keys to move in the eight directions shown.

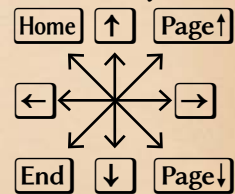
(On the keypad)



(On the main keyboard)



(Cursor keys)



If you move through a door out of a room, the passageways beyond will light up and remain unveiled. Some passageways are dead ends, others lead through tortuous twists and turns to other rooms. See **Advanced Movement** for other ways to move through the dungeon.

Messages

As you descend into the dungeon, messages will appear at the top of your screen. These describe either items or events which you face during your quest. Messages may be followed by either the word **More** or **Cont**. **More** indicates that another message follows the one currently displayed. Press (spacebar) to read the next message. **Cont** appears if a message is too long to fit onto the top line. In this case, pressing will scroll the rest of the message onto the top line. If a message disappears before you get a chance to read it, press **F4** or **Ctrl** + **r** to repeat the same message. If the end of a message is covered by **More** or **Cont** and you cannot read it, pressing any key other than will reveal the hidden words.

Taking On the Dungeon Dwellers

As you move through the dungeons, monsters will come after you and attack. To engage them in combat, move directly into them with your directional keys. Blow by blow descriptions of the battle will appear at the top of the screen. Sometimes, a monster will be sleeping and you can sneak by or attack it unawares. But remember, discretion is the better part of valor; it is most discrete to let sleeping monsters lie.

Every action in *Rogue*, including fighting, is a random event. Therefore you must devise a play strategy that includes all possibilities. If you are defeated in battle, pull yourself up by your bootstraps and fight again. If your strategy in discovering the secrets of the dungeon or battling your adversaries fails you, try another. Here are some examples:

- Practice fighting the monsters at easier levels to develop a strategy for the more difficult adversaries you'll encounter deeper in the dungeon.
- Stalk certain foes with your bow and arrow, remaining safely at a distance.
- Magic wands and staffs are also effective for fighting powerful adversaries from a distance.

Picking Up Objects

As you explore the rooms and passageways of the dungeon, you encounter objects left behind by previous seekers of the Amulet. To pick up an object, move over it, and it will be added to your pack. To find out what you have in your pack at any time, press **[F7]** or **[i]** for an inventory. Each item in your knapsack is prefaced by a lower case letter and is grouped with similar items.

The supplies and weapons you carry with you can be useful in many ways. You can drink potions for power, read scrolls for guidance, wield wands or maces in offense, or wear magical armor in defense.

If you don't wish to pick up a particular item, you can press **[g]** plus a direction to 'go over' an item without picking it up.

COMMANDS

All commands in *Rogue* are initiated with a single keystroke. Many moves require additional information, in which case you will be asked to select an item in your pack by pressing a lettered key or a directional key. If at this time you decide not to continue with the command, press **[Esc]** to cancel.

Commands that require a **[⇧]** (shift) can also be activated by first turning on **[Caps Lock]** before pressing the key.

Advanced Movement

Fast Movement

To fast move, press **[f]**, then press any movement key. This will move your character continuously in that direction, stopping only when you hit a monster, door, wall, or other obstacle. This will move you through passageways, turning corners if that is the only way there is to go. You can

turn on [Scroll Lock] to activate 'Fast Play' mode, which acts as if every movement command has been prefixed with [f].

Searching

Sometimes the forces of the dungeon will prevent you from finding all the ins and outs of a level. To search for secret doors or hidden traps press [s]. When you search, the areas covered are all eight spaces directly adjacent to you. Your search may require some perseverance—repeated attempts may fail to reveal an escape. You may have to search down the entire length of a wall of several rooms in order to find hidden doorways or passageways.

If you find a trap, pressing either [↑]+[6] or [F8] then the direction of the trap will identify the type of trap it is.

Staircases

When standing on a staircase, press [↓]+[.] or [Ins] to go down the staircase, deeper into the dungeon, to the next level below. Pressing [↑]+[,] will instead allow you to go up the staircase, out of the dungeon, to the next level above.

Mastering Your Weapons

Monsters are generally fought by moving directly into them, this will fight them using a hand-to-hand weapon if you are wielding one. Press [w] to change what weapon you are currently wielding.

Certain weapons and other objects in your knapsack are prefaced by numbers which indicate changes from their normal values. For example: **A +1,+0 short bow**. The first number indicates how likely it is to hit the monster, and the second indicates how much damage it is likely to do. The higher the number, the more effective the item.

Throwing/Using a Bow

To throw an item, press [t], then press a direction, then choose the item to throw by pressing the corresponding letter. If you are currently wielding

a bow and you choose to 'throw' an arrow, this will instead fire it using the bow.

Using Wands and Staffs

Wands or staffs can be used to 'zap' monsters. Press **[z]** or **[-]**, then a direction, then the letter corresponding to the wand/staff you wish to use.

Armor and Rings

Armor is prefaced with a positive or negative value which signifies its protective strength. Here are the various items of armor you may find in your quest, and the ordinary protective strength of each item:

(No armor)	1	Scale mail	5
Leather armor	3	Chain mail	6
Studded leather armor	4	Banded mail	7
Ring mail	4	Splint mail	7
		Plate mail	8

To take off the armor you are currently wearing, press **[↑]+[t]**. To put on a piece of armor (you must not be wearing any first) press **[↑]+[w]**.

You may find magical rings that grant you certain boons. To put on a ring, press **[↑]+[p]**. To remove a ring you are currently wearing, press **[↑]+[r]**.

Resting

After a particularly grueling encounter with an adversary, you will probably find that your hit points have diminished due to blows sustained in battle. You can regain some of these hit points by resting. Press and hold **[.]**. But be on your guard, even while pausing to catch your breath, there is no respite from the denizens of the dungeon.

Using Objects

Everything you encounter in your sojourn can be picked up and put into your knapsack—until it is full. When this happens, you will have to use or drop an object.

To drop an object press **[d]**. To use an object, you must use the appropriate command to perform the action. Press **[q]** to ‘quaff’ (drink) a potion, press **[r]** to read a scroll, or press **[e]** to eat a piece of food. After you press one of these commands, you will be asked which object to use. Press the corresponding lettered key next to the item you wish to use.

Many times in your journey, you will encounter nameless objects, scrolls, or potions of unknown origin. When you encounter these nameless ones, you will be asked to give them a name yourself. You may rename such items at any point by pressing **[F5]** or **[c]**.

NOTE: Some objects—staves, potions, and scrolls—change each time you descend into the dungeons. A blue potion may make you deathly ill in one sojourn, and act as a revitalizing elixir in the next. The dungeons yield up their mysteries very slowly. You will plumb their depths time after time before you know all the mysteries they hold. To keep track of all the wondrous objects you have found in the current game, press **[F6]** or **[^]+[d]** for a list.

Repeating Commands

Press **[F3]** or **[a]** to perform the last command given again. This can be particularly useful when repeatedly performing commands that require a direction, such as firing arrows in combat.

Certain commands (searching, resting and moving) can be preceded by a number. This will then perform that command that many times. Simply type the number (as you type, the number will be displayed in the lower right

corner of the screen, above the clock) then press the corresponding command key. For example, type **[1][0][s]** to perform 10 searches. The number before such a command may be up to 9999 (however, be aware that this uses up time just the same as performing the commands manually). You can interrupt a repeating command at any time by pressing **[Scroll Lock]**.

Miscellaneous Commands

Macro Key

[F9] is the macro key. You can define what this key does by pressing **[Alt]+[F9]**, then typing a series of commands and pressing **[↵]**.

Supervisor Key

[F10] will temporarily clear the screen and display a fake MS-DOS prompt.

Terse Message Mode

[Ctrl]+[t] will toggle Terse Message Mode, making messages more succinct.

Version

[v] displays a message showing the game's version number.

Quitting Your Game

Press **[⇧]+[q]** to abandon your quest. You will be given a final score and shown the Guildmaster's Hall of Fame. You will then be asked whether you wish to start a new game or quit to Steam.

Saving and Resuming Your Game

If you wish to save a game and continue playing it later, press **[⇧]+[s]**, then press **[↵]** to accept the default file name. This will save and exit the game. You will then be asked whether you wish to start a new game or quit to Steam.

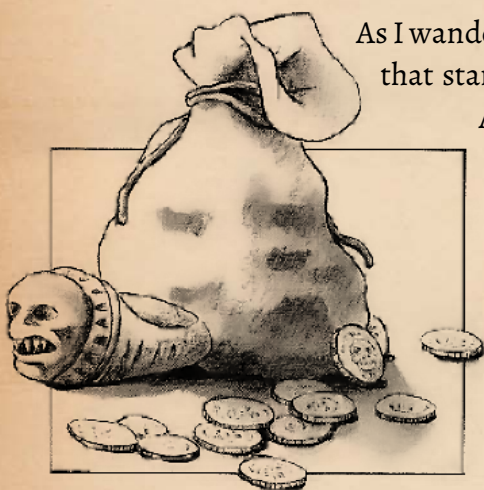
To resume a previously saved game, choose the 'Resume saved game' option when launching from Steam. This will only work if a game has previously been saved by the above process.

THE QUEST FOR THE AMULET

How long has it been?

How many lifetimes have passed since I began my sojourn through this maze of underground passageways, of damp, dimly lit chambers? How long have I been alone, the only human among a menacing crew of hideous subterranean beasts, stumbling over forlorn reminders that others have passed this way before me ... never to return!

Long before I forgot the warmth of the noonday sun or the refreshing coolness of the evening breeze, I forgot my name. Call me what you will. I am the Rogue.



As I wander, I hold fast in my mind the one object that stands out from all the others: the sacred Amulet of Yendor. This precious gift was left behind by magicians of old to remind mankind of its origins. Stolen by the evil Dungeon Lord, who despised its beauty and purity, the Amulet has remained hidden in the deepest reaches of this tortuous maze, calling those who seek it to sure destruction.

Long ago, I began my quest for this object, this prize spoken of only in hushed tones by even the bravest Knights and Guildmasters around the dying embers of evening fires. Long ago, the magic Amulet of Yendor began burning its way into my heart, began drawing me here to my uncertain fate.

Somehow, I found my way to this place, rolled back the moss-covered stone, and entered its darkness. Now I abide here, searching endlessly for the precious Amulet ... and finding a thousand horrors.



Through these unlit corridors I wander, stumbling in the dark, encountering new ordeals at every turn. In one chamber, heat causes my suit of armor to burn the very skin it was designed to protect. In another, a chill penetrates to the bone, turning my limbs to ice.

Everywhere, I am relentlessly pursued by beasts and demons. I cannot begin to count them. There are creatures of every low and mean quality lurking here.

Formless slimes and aquators, bats and goblins, centaurs, and that most hideous

and unnatural of creatures, the Ur-vile. Fortunately, my ever ready mace serves to quickly dispatch many of my adversaries. Against other, stronger beasts, I must defend myself with other weapons: arrows, daggers, magic wands or deadly potions. I stumble from battle to battle, taking care to rest occasionally, or to partake of a few morsels of food.

One gift the magicians make available to true seekers of the amulet—and to them alone—is the gift of life after life. Yet even this gift is tainted with a curse by the Lord of the Dungeon. For each time I sleep the sleep called death, I find myself carried, unknowingly, back to the very first room of the highest level of the dungeon, from whence I must again begin the tortuous, unpredictable journey time and time again.

Why does nothing now look familiar? Is this another of the Dungeon Lord's tricks—or is it my rapidly eroding memory that makes everything seem changed. I wake from the sleep called death to find that nothing is the same. Everything is transformed, familiar yet treacherously rearranged.

As I plumb the uncharted depths of this Dungeon of Doom, I wonder. Where am I? Is this a passageway I've trudged before? Is this the chamber in which I left my cloak of chain mail? Does this wall conceal a trap door I found and lost lifetimes ago?

On my way I must acquire the provisions that make themselves available to me—despite the fact that they were left behind by the miserable victims of this place. Here a bit of food, and there a suit of armor from an unfortunate owner. Quivers of arrows for my sturdy short bow . . . oh yes, and magic wands, enchanted staffs, and potent elixers, some powerfully good, some horribly evil. Manuscripts of ancient texts, meaningless to my eyes, which vanish in thin air before I can begin to understand them. And of course, gold! A king's ransom of it, yet useless unless I somehow make my way to the very bottom of the dungeon and back again.

As I collect these objects and put them in my knapsack, I must discard others . . . or use them at once to fend off the adversaries that dog my every step.

Still, even my few possessions are affected by the Dungeon Lord's spells. Potions which in lifetimes past revitalized me, now send me sprawling on the floor, clutched in spasms, burning with fever. Armor which served me in battle after battle becomes a crushing burden, cursed by the Dungeon Lord.

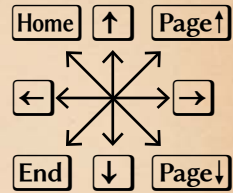
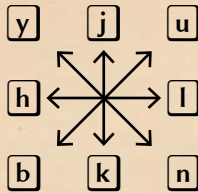
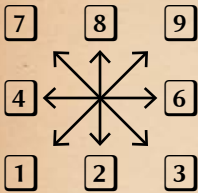
Each time I attempt to plumb these depths, I must be constantly attentive. Should my guard slip for a moment, I will fall prey to the horrors that surround me.

In my mind, shining like a beacon in the darkness, the Amulet of Yendor beckons me on, deeper and deeper. One day I shall hold it in my hand, caress it in the void, then race, level by level, back to the surface. There I shall hold it high, deliver it once again to the light of day, and reclaim again the name so long ago forgotten.



QUICK REFERENCE CARD

Move/Fight in a direction:



Hold with these keys to move until you run into a wall/door.

(*direction*)

'Fast move' in a direction.

[Scroll Lock]

Toggle always fast move.

Search adjacent squares for traps/secret doors.

(*direction*)

'Go over' items in a direction without picking them up.

+ or **[Ins]**

Go down a staircase.

+

Go up a staircase.

Drop an object.

Eat food.

Drink ('quaff') a potion.

Read a scroll.

Change your wielded weapon.

+

Put on ('wear') a piece of armor.

+

Take of your current armor.

+

Put on a ring.

+

Remove a ring.

or +

Throw an object or fire an arrow.

or

Zap with a wand or magic staff.

Rest and heal.

[Esc]

Cancel command.

to

Type numbers before a command to repeat that command.

- F1** or **⇧** + **/** Show command list.
- F2** or **/** Show symbols list.
- F3** or **a** Repeat last command.
- F4** or **Ctrl** + **r** Repeat last message.
- F5** or **c** Rename an unidentified object.
- F6** or **⇧** + **d** Show discoveries list.
- F7** or **i** Show inventory.
- F8** (*direction*)
or **⇧** + **6** (*direction*) Identify trap in a direction.
- F9** Macro key.
- Alt** + **F9** Redefine macro key.
- F10** or **⇧** + **1** 'Supervisor key' (show a fake DOS prompt).

Ctrl + **t** Toggle Terse Message Mode.

v Show version number.

⇧ + **q** Quit the current game.

⇧ + **s** Save and quit the current game.

- | | | |
|----------------------------------|-------------------------------|-------------------------|
| ☒ the hero | * some gold | † a magic staff |
| . the floor | † a weapon | ◊ a magic ring |
| ‡ a door | ‡ a potion | ◆ a trap |
| ▨ a passage | ♣ some armor | ℙ a scroll |
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