

EPYXTM
COMPUTER SOFTWARE

ROGUETM

INSTRUCTION MANUAL
for the TANDY[®] Color Computer 3



THE QUEST FOR THE AMULET

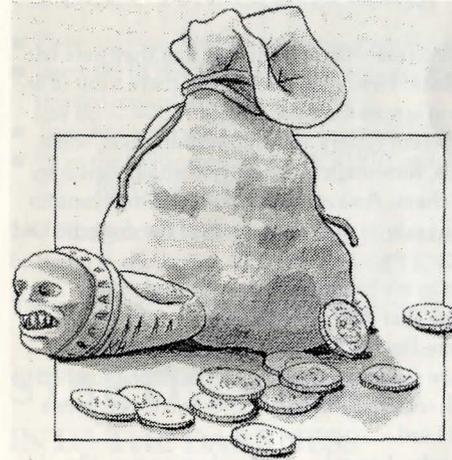
How long has it been?

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 torturous, 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?

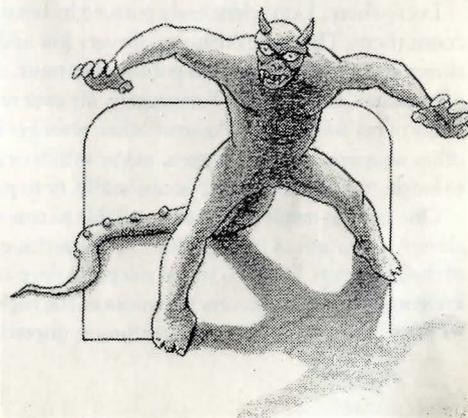
On my way I must acquire the provisions that make themselves available to me—despite the fact that they were left behind by the miserable victims of this place. Here a bit of food, and there a suit of armor from an unfortunate owner. Quivers of arrows for my sturdy short bow . . . oh yes, and magic wands, 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.



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.

GETTING STARTED

ACCEPT THE CHALLENGE

- Power up your Tandy Color Computer 3 as shown in the owner's manual.
- Insert the ROGUE program disk into the drive label facing up and the oval cutout pointed toward the back of the drive.
- Type the command **DOS** and press **ENTER**.
- From the OS9 prompt, type **ROGUE** and press **ENTER** (on 128K machines type **EX ROGUE -X**).

NOTE: Optional loading techniques for restarting games previously saved to a disk can be found in the section **COMPUTER OPTIONS AND VARIATIONS**.

If your computer system does not recognize the command **DOS**, see page 12.

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 **ENTER** key.

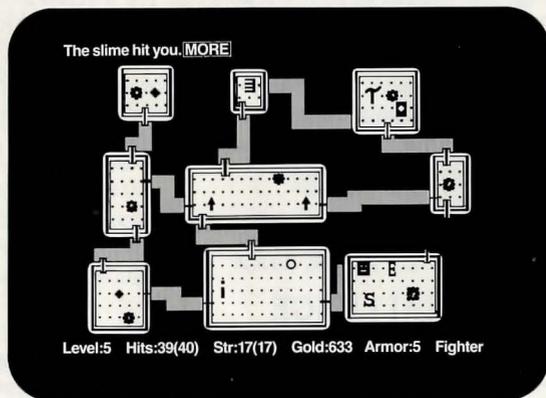
The next screen opens onto the first of 26 levels of the Dungeons of Doom. Throughout play, two help keys provide guidance as you master the game.

- The **?** key gives you a list of all keyboard commands.
- The **/** key lists and identifies all the objects that you may encounter during your descent into the dungeon.

GAME PLAY

THROUGH THE MAZE!

The first room of the dungeon appears on the screen as shown below:



*IBM PC version shown. Tandy version varies slightly.

The objects you encounter during your descent into the Dungeons of Doom include the following: (the text representations are shown here — if you are in graphics mode, you will see pictures of these items on screen)

8 —the hero	\$ —some gold	! —a magic staff
: —the floor	^ —a weapon	o —a magic ring
/ —a door	? —a potion	" —a trap
# —a passage	* —some armor	~ —a scroll
-, —a wall	% —some food	%, + —safe, and perilous magic
= —a staircase	& —the Amulet of Yendor	
A-Z—26 different monsters		

You can see this same list at any time by pressing the / key.

Level:5 Indicates the current dungeon level being explored.

Hits:39(40) Current level of life expectancy. It indicates how many wounds you can sustain before you die. The number in parentheses is the maximum potential endurance. The two numbers are the same initially, but as you do battle, the first number decreases. If it reaches 0, you die. However, the upper limit of your endurance continues to grow as you survive succeeding battles.

Str:17(17) Current level of strength. The higher the number, the stronger you are. 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.

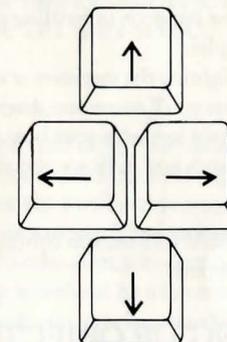
Gold:633 The number of gold pieces picked up and held onto so far.

Armor:5 The protective value of the armor currently being worn. The higher the number, the greater your ability to withstand an attack by a monster.

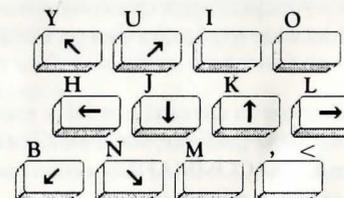
Fighter The current rank in the select legion of seekers after the Amulet. As you increase your skills, your current rank will be updated—from no status, through Guild Novice, Apprentice, Journeyman, Adventurer, Fighter, Warrior, and many more.

MOVING IN THE DUNGEON

The cursor keys on your keyboard will enable you to move in any of the directions shown, depending on where you are in the hallways and dungeons. As you move through the dungeon, the passageways will light up and remain unveiled. Some passageways are dead ends, others lead through tortuous twists and turns to other rooms. (Refer to the COMMANDS section for complete instructions on moving in the dungeons.)



NOTE: You can also use the letter keys for the directions as shown below:



DESCRIBING THE ACTION

As you descend into the dungeon, messages will appear at the top of your screen. These describe either items or actions 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 the **SPACE BAR** to read the next message. **Cont** appears if a message is too long to fit onto the top line. In this case, pressing the **SPACE BAR** will scroll the rest of the message onto the top line. If a message disappears before you get a chance to read it, press **CTRL** and **r** to repeat the same message.

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.

The COMMANDS section contains complete instructions for using objects and weapons properly.

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 **i** for an inventory.

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. The COMMANDS section contains complete instructions for using objects and weapons properly.

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 the **ESC** key to cancel.

MOVEMENT

The movement commands on the key pad can be prefixed by pressing the letter **f**. This will move your character continuously, stopping only when you hit a monster, door, wall, or other obstacle. After you have learned to move skillfully through the rooms and passageways, you may want to move faster. Use **F** to put Rogue into **FAST PLAY MODE**. To stop **FAST PLAY**, press **F** again.

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 type **s**. Your search may require some perseverance—repeated attempts may fail to reveal an escape. When you search, the areas covered are all eight spaces directly adjacent to you. You may have to search down the entire length of a wall of several rooms in order to find hidden doorways or passageways.

Certain commands (search, rest, move) can be preceded by a number. To perform a number of searches at once, type a number before typing **s**; for example, type **10s** to perform 10 searches. The number before such a command may be up to 99 (however, this uses up time). After you enter it, it is displayed in the lower right corner of the screen. You can interrupt an extended search at any time by pressing **CTRL** and **z** or **ESC**.

MASTERING YOUR WEAPONS

Monsters are generally fought by moving directly into them (and using your mace). However, if you do not wish to engage in hand-to-hand combat, you can use long range weapons. These include potions, arrows, or daggers that can be thrown at monsters. Wands or staffs may be used to zap them. Type **t** to throw or **z** to zap. Then indicate the direction you want to throw or zap with a direction key. To take a quick inventory of your personal armory, press **i**. Each item in your knapsack is prefaced by a lower case letter and is grouped with similar items. After pressing **t** or **z**, you have to press the letter corresponding to the weapon you wish to use. For example, to fight a hobgoblin from a distance, you'll want to put down your mace and pick up your bow. Type **w** to put down the mace and select a new weapon, then type the appropriate letter to pick up the bow. Type **t** to throw an arrow and press a direction key to indicate the arrow's course. Finally press the appropriate letter to select an arrow, draw your bow and shoot. Use the **a** key to repeat and launch another arrow.

NOTE: Make sure you wield your bow before throwing arrows, otherwise the arrows will not be as effective.

Certain weapons and other objects in your knapsack are prefaced by numbers which indicate changes from their normal values. 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.

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
Leather Armor	3
Studded Leather Armor	4
Ring Mail	4
Scale Mail	5
Chain Mail	6
Banded Mail	7
Splint Mail	7
Plate Mail	8

After a particularly grueling encounter with an adversary, you will probably find that your endurance (hits) have diminished due to blows sustained in battle. You can regain some of these hits by resting. Type the . (period key). But be on your guard, even while pausing to catch your breath, there is no respite from the denizens of the dungeon.

SPECIAL HINT

If you have played Rogue at length and are feeling thwarted, look carefully into the magic powers. Try playing some games where you purely investigate those.

A hint for the Scare Monster Scroll. When attacked by a monster, espq uif tdspmm, epo'u sfbe ju. (This hint is encoded — each letter shown should be replaced with the preceding letter of the alphabet).

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. For example, **q** is for quaffing (drinking) potions, **r** is for reading scrolls, and **e** is for eating 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. Once you have used the item and recognized its power, you may rename it by pressing **c**.

NOTE: Some objects—staffs, 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 **D** for a list.

MACROS

The macro key (**m**) can be used to execute any sequence of commands you wish. Its default setting is defined in **ROGUE.OPT** and can be changed using the **MKOPT** utility. Alternatively, it can be changed “on the fly” by pressing **M**, entering the desired command(s) and pressing **ENTER**. For example, this macro might be useful: **10sflflm**. This macro searches 10 times at the current location, moves right 3 times, and then repeats itself. Using this macro, you would start at the left side of a room (in Fast Mode!) and search the entire wall for a hidden object (e.g; a hidden door). To stop the macro from repeating, press **ESC**.

SAVING OR RESTARTING A GAME

If you wish to save a game and continue playing it later, type an **S**. The following message will appear:

Save file (press enter to default to “rogue.sav”)?

There is enough room on the **ROGUE** disk to save one game. Press the **ENTER** key to save the game in the **rogue.sav** file. Otherwise type a new name. Press **ENTER** when you have typed the proper name.

A saved game can be restarted by typing **rogue** followed by the file name of the saved game. For example, if the game was saved with the file name **mine.sav**, you would restart the game by typing **rogue mine.sav**. The game will then restart from the point at which it was saved. If you get the following message:

Sorry, you can't save the game just now

You will have to try saving the game on another disk.

COMPUTER OPTIONS AND VARIATIONS

COMMAND LINE OPTIONS

There are two ways you can begin **ROGUE** from **OS9**.

- **ROGUE** — Starts a new game.
- **ROGUE FILENAME** — Restarts game saved under a file name (e.g. type **ROGUE ROGUE.SAV** and press **ENTER**. For 128K machines the command would be **EX ROGUE -X ROGUE.SAV**)

ENVIRONMENT FILES

Three of the most significant files included on your disk are the following: (Rogue can be run in whatever size window you have open when you start the game. Ways to open three different windows are provided below: **MAKE40**, **MAKE80**, and **MAKEGW**. To run these special windows, follow the usual steps for booting the Rogue disk, but when you reach the **OS9** prompt, type one of these special commands. When the **OS9** prompt reappears, continue with the regular bootup steps.)

MAKE40 — Opens a full screen text window with a width of 40 characters across the screen. This is the best mode when playing Rogue on a TV.

MAKE80 — Opens a full screen text window with a width of 80 characters across the screen. This is the best mode when playing Rogue on a monitor.

MAKEGW — Opens a full screen graphics window that allows you to play Rogue with graphic images on screen for many of the items in the game. It looks good! This window is 80 characters wide, and is best used on a monitor. (Can only be run on a 512K Co Co 3.)

Another very useful file is **MKOPT**, the option generator program. Rogue reads the file **ROGUE.OPT** from the working directory. This file is created with the **MKOPT** utility which is run by typing **MKOPT** from the OS9 prompt. The following is a list of the **ROGUE** environment variables which may be changed.

name	This will be used as the character name if no name is entered at the beginning of the game.
savefile	Gives the default file name to be used for saving and restoring games. This can be overridden. Initial value is ROGUE.SAV .
scorefile	This tells the ROGUE program where to keep the list of high scores. Initial value is ROGUE.SCR .
menu	Enables or disables the auto menu feature. Currently this automatically displays a list of items to select from when asked for a selection. To disable, set menu to off. To be selective about which commands ROGUE should automatically display the menu for, set the menu to selective. Then the drop and eat commands will not display a menu when executed unless you explicitly request one by typing the * (asterisk) key.
macro	The default macro for the M key.
fruit	Will determine what kind of fruit you will find in the dungeons.

NOTE: To set or change default values/options use the program **MKOPT** contained in the **ROGUE** disk. Run **MKOPT** after booting OS9.

Other files you'll also find on your disk are:

ROGUE	The main game file.
ROGUE.DAT	Data loaded by ROGUE .
ROGUE.CHR	A list of characters you will find in the dungeon.
ROGUE.HLP	A text file with help information.
ROGUE.OPT	A file with Rogue's defaults.
ROGUE.FNT	The file with the special MAKEGW graphics.

MONITOR CONFIGURATIONS

The minimum window size is 20 × 12. For windows smaller than 80 × 25, the map will scroll to show the areas of the current level that cannot be seen. To scroll the map, move the hero to the side of the window you wish to travel to.

COMMANDS REFERENCE

The following is a complete list of all the command used in the **ROGUE** program. Certain commands have several keys which perform the same function:

MOVEMENT/FIGHTING

KEY(S)	COMMAND(S)
←, h	Moves you left one space.
H	Moves you left until you run into a wall or door.
f←	Moves you left until you are near an object.
↓, j	Moves you down one space.
J	Moves you down until you run into a wall or door.
f↓	Moves you down until you are near an object.
↑, k	Moves you up one space.
K	Moves you up until you run into a wall or door.
f↑	Moves you up until you are near an object.
→, l	Moves you right one space.
L	Moves you right until you run into a wall or door.
f→	Moves you right until you run into an object.
y	Moves you diagonally, up and to the left.
Y	Moves you diagonally, up and to the left until you run into a wall or door.
b	Moves you diagonally, down and to the left.
B	Moves you diagonally, down and to the left until you run into a wall or door.
u	Moves you diagonally, up and to the right.
U	Moves you diagonally, up and to the right until you run into a wall or door.
n	Moves you diagonally, down and to the right.
N	Moves you diagonally, down and to the right until you run into a wall or door.

NOTE: The above commands are also used for fighting monsters.

s	Search for hidden traps and secret doors in area adjacent to you.
f	Find something. When followed by a direction, this will allow you to move continuously until you run into a wall or door.
g	Go over. Allows you to step on an item without picking it up. Used as a prefix before a direction key.
>, F1	When standing on a staircase, this allows you to go down the staircase, deeper into the dungeon, to the next level.
<, F2	When standing on a staircase, this allows you to go up the staircase, out of the dungeon, to the next level.
I	Identifies the trap type. (You will have to give the direction of the trap).
F	Fast Play Mode. When engaged, you move through the rooms and passageways continuously until you run into a door, monster or other object. Also stops any count currently being performed.

USING OBJECTS/FIGHTING

c	Renames an object which you have not yet identified.
d	Drop an object. To take something out of your pack and leave it on the dungeon floor.
e	Eat food. Takes food out of your pack to eat.
P	Put a ring on your hand.
q	Quaff (drink) one of the potions you are carrying.
r	Read one of the scrolls in your pack.
R	Remove a ring you are wearing and put it back into your pack.
t	Throw an object (i.e. arrow, dagger). (This command is followed by a direction.)
T	Take off the armor you are currently wearing.
w	Wield a new weapon.
W	Wear a different piece of armor.
z	Zap a monster with a wand or staff. (This command is followed by a direction.)

GENERAL (Function Keys)

?	Lists all the Commands (Help).
/	Lists all the symbols used in the game.
a	Repeat the last command given.
Ctrl r	Repeat message.
c	Rename object.
D	List items that have been discovered.
i	Inventory of all items in your pack.
I	Identify type of trap. (This command is followed by a direction.)
m	Any sequence of keys. (M defines this key to any command you wish to use).
Q	Quit and exit from ROGUE.
S	Save the current game.
v	Prints the current version number.
Esc	Cancels a command before you execute it.
.	Allows you to rest and heal (regain hit points).
0-9	Number keys preceding a command allow you to repeat the command that number of times.

STARTING ROGUE FROM BASIC

If you have a Color Computer with Disk Extended BASIC revision 0* you can type in the following program and use it to start ROGUE.

Using a formatted diskette OTHER THAN your ROGUE diskette, enter the following program from Disk Extended BASIC.

```
10 REM *****
20 REM * BOOT ROGUE FROM BASIC
30 REM *****
40 FOR I=0 TO 70
50 READ A$
60 POKE &H5000 + I, VAL("&H" + A$)
70 NEXT I
80 CLS:PRINT "INSERT ROGUE DISKETTE"
90 PRINT "INTO DRIVE 0 AND PRESS A KEY"
100 A$ = INKEY$:IF A$ = " " THEN 100
110 EXEC &H5000
120 DATA 86,22,8E,26,00,8D,0D
130 DATA FC,26,00,10,83,4F,53
140 DATA 26,03,7E,26,02,39,34
150 DATA 20,10,BE,C0,06,A7,22
160 DATA 86,02,A7,A4,6F,21,6F
170 DATA 23,6C,23,AF,24,10,BE
180 DATA C0,06,A6,23,81,13,27
190 DATA 12,AD,9F,C0,04,4D,27
200 DATA 06,6C,23,6C,24,20,E9
210 DATA 7F,FF,40,35,A0,4F,20
220 DATA F8
```

*The copyright message displayed when the computer is turned on will tell you the version and revision number of the BASIC system in your computer. For example if DISK EXTENDED BASIC 1.0 is displayed, the version number is 1 and the revision number is 0.

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