

ROGUE

PRELIMINARY INFORMATION

By D. Harold Kruse 11/90

ADVENTURE SURVIVORS
24 Perthshire Drive
Peachtree City, GA 30269
(404) 487 8461

ROGUE

The object of the game is to find the amulet and return to level 0 and score as many points as possible. You can't map this game as the layout changes on any given level each time you enter it.

You want to build up the number of hits you can take (left numbers) as quickly as possible by killing the monsters at the upper levels. You need to get this number as high as possible to be able to kill the tougher monsters on the lower levels. You need around 75-80 when near the 18th level. Your mace needs to be around +3, +4. The Amulet is on the 26th level. If you don't pick it up it will appear again on the levels below this. Of course, it is also helpful to build up your strength.

I use the mace most of the time to kill the monsters. Some of the other weapons are effective also. I explore the upper levels as much as practical, saving most objects and killing most monsters. In a few cases it is better to leave the sleeping ones alone. Sometimes a monster will cover up an item. There is a limit to the number of items you can carry.

You can save on food by not eating until you faint. If you are wearing the Ring of Slow Digestion your food lasts much longer. It is possible for a monster to get you when you faint, however.

It is sometimes helpful to make a save when you are ready to go down or up a level (next to =). This often helps at the lower levels or if you are about to run out of food. Each time you go back to your save and go to the next level you get a new setup so sooner or later you can find food on any level.

It is sometimes helpful at the lower levels to go to the center of the screen as quickly as possible where there are 3-4 doors and make a save. You can then explore in all directions and make a note of any items wanted and where the equal sign is. Then you can go back to your save and get there in a minimum of moves. You are less likely to be attacked when you first enter a level.

Use the Enchant Weapon Scrolls to build up the effectiveness of your mace. The Vorpalize Weapon Scrolls are good also, but they can only be used once or your weapon will disappear. You get a +1,+1 for it.

Use the Short Bow and the Arrows on the Leprechaun and the Nymph. Attack from 4-6 moves away. If you kill the Leprechaun you will find gold nearby but if he touches you gold will be lost. The Nymph works the same way except an item is involved. If you are wearing the See Invisible Ring you can see them after the first hit. Kill them on the way back up, also. You can pick up Arrows that miss.

The exit to a level may be under a monster or an item. It can also be in a maze. You cannot go up until you pick up the Amulet. You have to search for some of the exits to the rooms.

If more than one monster comes after you and you are in a room, it is best to get into a doorway as only monster can attack you. However, in some cases one may come at your back.

You can often escape a monster in a maze. You can often attack, back up and heal, then attack again.

Each monster appears on a certain span of levels (unless you use Polymorph). The tougher ones are on the lower levels.

The names of the scrolls, the material in the rings, staffs and wands, and the color of the potions change each game. They are of no use except the same name, material, or color is the same item for that particular game.

The number of like items you find varies with each new game so each game plays differently. You usually only find a few Rings, Wands or Staffs.

Save the Scare Monster Scroll for use at one of the lowest levels. Don't read it. You drop it to use it. A monster will not attack you when you are on it. Don't pick it up or it will turn to dust. You can use it again by luring monsters to it. Hold down the "g" key to get on top of it without picking it up.

When you load a save from a game disk it is erased. You can avoid this by pulling out the disk after it loads and put in a second game disk before hitting any keys.

Use polymorph on the lowest levels for the toughest monsters. If used on a higher level you may get a tougher monster. The traps are on the upper levels only.

You get more points wearing the Leather Armor and the Aquator has no effect on it. Save your Enchant Armor Scrolls until you find the Leather Armor.

It is usually best to attack all Ice Monsters. They are more likely to freeze you if you go away from them. Sometimes killing one will advance you in rank.

When you get close to some monsters in a close space it is best to back off a move to see if they will follow you. If it does, you can use "." to rest till it gets next to you then you can get the first hit. You can do this also when a monster is coming toward you to get the first hit.

There is a strange thing that seldom happens. You get a countdown at the lower right of the screen and time appears to pass.

If you use the Identify Scroll and save to identify all unidentified items you can use the "c" key to name the items.

AQUATOR- If you don't remove Metal Armor it will be rusted and reduced one number with each hit. The Sustain Armor Ring

prevents this. It does not wound you. If you wear Leather Armor you will not be affected.

DRAGON- Very difficult to defeat. May breathe fire on you. Scare Monster Scroll, Polymorph, Teleport Away, Wand of Ice, Hold Monster Scroll (don't attack), are helpful here.

FLY TRAP (Venus)- Doesn't move, but you will stick to it. You need to kill it.

GRIFFIN- Very difficult to defeat. Scare Monster Scroll, Polymorph, Potion of Confusion, Monster Confusion, Haste Self, Paralysis (Don't attack), Slow Monster are useful.

ICE MONSTER- Usually best to attack A.S.A.P. It may freeze you for a time. If two monsters are after you, attack it first.

JABERWOCK- Very difficult to defeat. Fight it about the same as the Griffin. Sometimes when you get "intense white light" your Mace will have special power over the first Jaberwock you face. If you get "Something in your pack explodes", an item in your pack may disappear or be rendered useless. This can happen at other times in the game at the lower levels.

MEDUSA- Gaze may confuse you. Haven't found a way out to cancel this. Often best to attack rather than back off. You recover from the gaze in time if it or another monster doesn't do you in. Potion of Confusion, Slow Monster, Paralysis, Teleport Away useful here.

PHANTOM- It is invisible unless you are wearing a See Invisible Ring. The Wand of Cancellation also allows you to see the one you use it on. This one may move around when you attack it in a room. If it is invisible, it is best to attack it in a passage.

RATTLESNAKE- May bite you. When it bites you in the leg it reduces your left str number as well as left hit number. The Restore Strength Ring restores your strength and the Sustain Strength Ring prevents loss of strength.

SLIME- It may divide.

TROLL- Fairly difficult to defeat. Confusion, Haste Self good.

UR-VILE- Fairly difficult to defeat. Confusion, Slow Monster, Monster Confusion, Cold, Hold Monster good here.

VAMPIRE- Reduces your right hit number. Paralysis good here.

WRAITH- If you get "suddenly you feel weaker" it reduces your right hit number as well as the left.

XEROC- Looks like an item you want to pick up.

IT- Any monster when you are blind.

ROGUE

STAFFS AND WANDS

CANCELLATION- Makes the Phantom visible. May help against Vampire or Wraith?

COLD-

DRAIN LIFE- Don't seem to help. May drain you.

FIRE-

HASTE MONSTER- Don't use. Monster hits you more often than normal. drop it.

ICE-

LIFE-

LIGHT- Will light up the room you are in. Use in large unlighted rooms. Can be used any time.

LIGHTNING- Often misses target and hits you.

MAGIC MISSILE- A weapon. Doesn't seem to be very effective, but good at upper levels.

POLYMORPH- Changes one monster to another.

SLOW MONSTER- Slows a monster down for a short time.

STRIKING- Don't seem to be of much use.

TELEPORT AWAY- Will teleport monster attacking you to another location on your level.

TELEPORTATION- Will teleport you to another location on your level.

STAFFS- AVOCADO WOOD, BAMBO, BERYLLIUM, BIRCH, CEDAR, CYPRESS, DOGWOOD, EBONY, ELM, EUCALYPTUS, HEMLOCK, IRONWOOD, MAPLE, OAKEN, PINE, REDWOOD, SILVER, SPRUCE, TEAK, WALNUT, ZEBRAWOOD

WANDS- BONE, BRASS, COPPER, ICE, IRON, LEAD, MAGNESIUM, PLATINUM, SILICON, SILVER, TIN, TITANIUM, TUNGSTEN, ZINC

WEAPONS- CROSS BOW AND BOLTS, DAGGAR, DARTS, LONG SWORD, MACE, SHORT BOW AND ARROWS, SPEAR, AND TWO HANDED SWORD

TRAPS

ARROW-"Oh no! an arrow shot you!". Hits or misses you.

BEAR TRAP-Can't move for a time.

TELEPORT-You go to another location on the same level and are confused.

TRAPDOOR-"You fell into a trap! You are damaged by the fall" You fall to the next level.

SLEEPING GAS-"A strange white mist envelopes you and you fall asleep. You can move again".

POISON DART-

ROGUE

RINGS

ADD STRENGTH- Changes your maximum strength as numbered. Good if a plus number.

ADORNMENT- Of no help but look good.

AGGRAVATE MONSTER- Do not wear. Causes more problems with monsters.

DEXTERITY-May be + or -.

INCREASE DAMAGE- Makes your weapon more effective if a plus number. Do not use if a minus number.

MAINTAIN ARMOR- Keeps armor number from decreasing when you are wearing other than leather armor.

PROTECTION-May be + or -.

REGENERATION- You heal much faster.

SEARCHING- Easier to find hidden exits and traps.

SEE INVISIBLE- You can see the Phantom. You can also see the Leprechaun and Nymph after you start shooting at them.

SLOW DIGESTION- Your food lasts much longer.

STEALTH- You can avoid more monsters. More sleeping monsters.

SUSTAIN STRENGTH- Your strength cannot be reduced. Good for Rattlesnake.

TELEPORTATION- You move to another location on your level at random. Of no apparant use.

MATERIALS: AGATE, ALEXANDRITE, AMETHYST, CARNELIAN, DIAMOND, EMERALD, GARNET, GERMANIUM, GRANITE, KRYPTONITE, LAPIS LAZULA, MOONSTONE, OBSIDIAN, ONYX, OPAL, PEARL, PERIDOT, RUBY, SAPPHIRE, STIBOTANTALITE, TAAFEITE, TAFFETA, TIGER EYE, TOPAZ, TURQUISE, ZIRCON

RINGS MUST BE WORN TO USE THEM.

RANKINGS

NONE, GUILD NOVICE, APPRENTICE, JOURNEYMAN, ADVENTURER, FIGHTER, WARRIOR, ROGUE, CHAMPION, MASTER ROGUE, WARLORD, HERO, GUILD MASTER, DRAGONLORD

Points awarded vary. You raise your point total higher if you have less wounds as you are raised to the next rank.

ROGUE

SCROLLS

AGGRAVATE MONSTERS- "You hear a high pitched humming noise"
Don't read this one.

BLANK PAPER- "The scroll seems to be blank" Of no apparant
use.

BLINDNESS- "A cloak of darkness falls upon you" You can't see
for a time. Don't use. A healing potion will cure.

CREATE MONSTER- "You hear a growling noise very close to you"
Sometimes no info on screen. A monster appears near you.

ENCHANT ARMOR*- "Your armor glows faintly for a moment" Your
armor increases +1.

ENCHANT WEAPON*- "Your 'weapon' glows blue for a moment" If a
numbered weapon one side will increase +1.

FOOD DETECTION- "Your nose tingles as you sense food" See
food if any nearby.

HOLD MONSTER*- Will freeze a monster for a time. Keeps
monsters from following you. No good on Griffin.

IDENTIFY- "This scroll is an identify scroll" Read it to
identify other items. Best to save for Rings, Wands & Staffs
unless you do as follows. You can use it over by going back
to your save and identify everything with one Identify Scroll.
I try to keep at least one Identify Scroll on hand.

MAGIC MAPPING "Oh, now this scroll has a map on it" Draws out
present level when it is read. Shows = location.

MONSTER CONFUSION*- "Your hands begin to glow red"- until you
hit a monster then it get confused.

REMOVE CURSE*- "You feel as if somebody is watching over you"
Allows you to remove cursed armor or drop cursed weapons.

SCARE MONSTER*- "You hear maniacal laughter in the distance"
Drop it to use. Don't pick it up or it will turn to dust.
Monsters won't attack you when you are on it. You can lure
monsters to it. Hold down the g key to get on top of it
without picking it up. You usually only get one of these.

SLEEP- "You fall asleep You can move again" You fall asleep
for a short time.

TELEPORTATION- You move to another location on your level.

TELEPORT AWAY- Teleports monster attacking you to another spot
on your level. Good when two monsters are attacking you.

VORPALIZE WEAPON*- "Weapon you are using gives off an intense
white light" If a numbered weapon both sides go +1. Use this
scroll once only as second use will cause your weapon to
disappear.

* A "CALL IT" SCROLL

ROGUE

POTION OF

BLINDNESS- "A cloak of darkness falls around you." You go blind for a while. A potion of healing cures, instantly. Of no use.

CONFUSION- "Wait, what's going on? Huh? what? who?" Don't drink or you will become confused for a time. To use throw at a monster. It will become confused.

EXTRA HEALING- "You begin to feel much better" Raises left hit number if below max. Raises both sides by one if left is at max.

GAIN STRENGTH- "You feel stronger; what bulging muscles!" Raises strength level on both sides by one if equal, otherwise left side only.

HASTE SELF- "You feel yourself moving much faster" You can move much faster for a short time.

HEALING- "You begin to feel better" Left hand hits increases if low. If at max. both sides go +1.

MAGIC DETECTION*- "You have a strange feeling for a moment then it passes" "You sense the presence of magic" Shows the locations of objects on this level. \$ = safe magic and + = perilous magic.

MONSTER DETECTION- Can see monsters on this level for a time.

PARALYSIS- "You can't move You can move again" Goes away shortly Throw at a monster to use. It will paralyze them for a time. You can escape or attack, back off and attack again.

POISON- "You feel very sick" You lose strength-use restore strength to recover-no help to throw. Of no use.

RAISE LEVEL- "You feel more skillful" You go up one rank.

REMOVE CURSE- "You feel as if somebody is watching over you" Allows you to remove or drop cursed items.

RESTORE STRENGTH*- "Hey, that tastes great. It makes you feel warm all over" You go back to top strength, if not there. Good to use after Rattlesnake bites. No help if at top strength.

SEE INVISIBLE*- "This potion tastes like slime mold juice"

THIRST QUENCHING-"That potion tastes extremely dull"

COLORS: AMBER, AQUAMARINE, BLACK, BLUE, BROWN, CLEAR, CRIMSON, CYAN, GOLD, GREEN, GREY, MAGENTA, ORANGE, PINK, PLAID, PURPLE, RED, SILVER, TAN, TANGERINE, TURQUOISE, VERMILION, VIOLET, WHITE, YELLOW

* CALL IT