

```

.d8b. .d8888. .o88b. d888888b d888888b d888888b db db d88888b .d8888. d8888b. .d8b. db db
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88ooo88 `8bo. 8P 88 88 88 88 88ooo88 `8bo. 88 88 88ooo88 `8bd8'
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```

What is ASCII? American Standard Code for Information Interchange. This is a set of 128 characters (letters and numbers) used in computing. Before computers had graphic capabilities, programmers would make games using these characters to represent places, objects, and enemies. Let's take a step back in time and explore Roguelikes.

```

-----
|...| #####
|...| # #
|.$.+##### #
|...| # ----+---
----- # |...| |
# |!...| ! A magic potion
# |...|
# |..@..| @ The adventurer
---- # |...|
|..| #####+.D..| D A red dragon
|<.+### # |...| < Stairs to a higher level
---- # # |?...| ? A magic scroll
##### -----
- Wall
# Unlit hallway
. Lit area
$ Some quantity of gold
+ A door
| Wall
! A magic potion
@ The adventurer
D A red dragon
< Stairs to a higher level
? A magic scroll

```

Rogue is a dungeon crawl role playing game originally released in 1980. It remains popular today and inspired a multitude of derivatives known collectively as "Roguelikes." Modern games like Diablo and Torchlight are heavily inspired by roguelikes.

Play the original Rogue online
now at
<http://www.hexatron.com/rogue/>

What makes a roguelike game?

- Randomly generated environments. Dungeon floors are randomly generated at the beginning of each game. Your character must adventure through trapdoors and stairwells to find monsters, treasure, or unspoken danger.
- Turned-based play. Your character moves in "steps." This allows the player to thoughtfully take on new challenges or step away from the computer without pausing the game.
- Permadeath. There are no continues... once your character is vanquished, you must start a new game.
- Keyboard controls. There is no mouse or joystick support (usually). Everything is controlled with the keyboard.

Controlling your adventurer. Although some roguelikes may have differing controls, most follow the same conventions. Here are the controls for Rogue (case matters):

```

Numeric keypad (numlock off): moves your adventurer
?: lists all keyboard commands.
e: eat food
i: inventory
p: put on ring
q: quaff potion
Q: Quit
r: read a scroll
R: Remove ring
s: search for a secret door or a trap
W: Wear armor
w: wield a weapon
.: rest for a turn
>: go down stairs
<: go up stairs

```

@

This is you.

Dungeon Crawl Stone Soup

Web Site: <http://crawl.develz.org/wordpress>



Dungeon Crawl Stone Soup

Brogue

Web Site: <http://sites.google.com/site/broguegame>



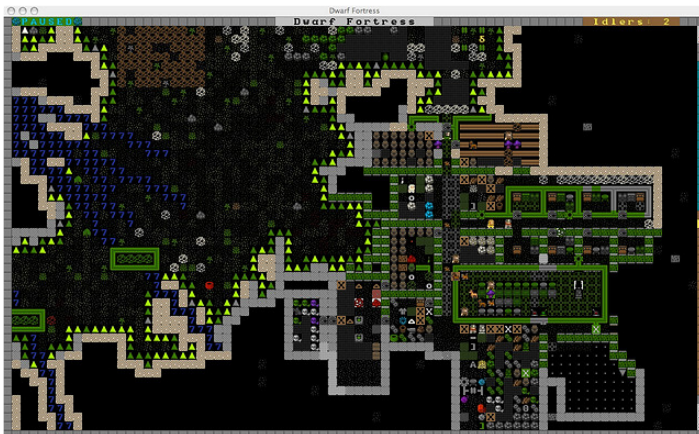
Brogue

Brogue is a Roguelike game for Mac OS X, Windows and Linux by Brian Walker. Your goal is to travel to the 26th subterranean floor of the dungeon, retrieve the Amulet of Yendor and return with it to the surface. For the truly skillful who desire further challenge, depths below 26 contain three lumenstones each -- items which confer no benefit except an increased score upon victory. Do not be discouraged by the difficulty of the game. Very few characters will survive the Dungeons of Doom, but your odds will improve enormously once you're acquainted with the dungeon's treasures and inhabitants.

- from the developer's Web site.

Dwarf Fortress

Web Site: <http://www.bay12games.com/dwarves>



Dwarf Fortress

Photo Credit: XWRN

Dwarf Fortress is a single-player fantasy game. You can control a dwarven outpost or an adventurer in a randomly generated, persistent world. The world persists as long as you like, over many games, recording historical events and tracking changes.

- Craft treasures and furniture from many materials and improve these objects with precious metals, jewels and more.
- Defend yourself against attacks from hostile civilizations, the wilderness and the depths.
- Support the nobility as they make demands of your populace.

• Keep your dwarves happy and read their thoughts as they work and relax.

- from the developer's Web site.

