

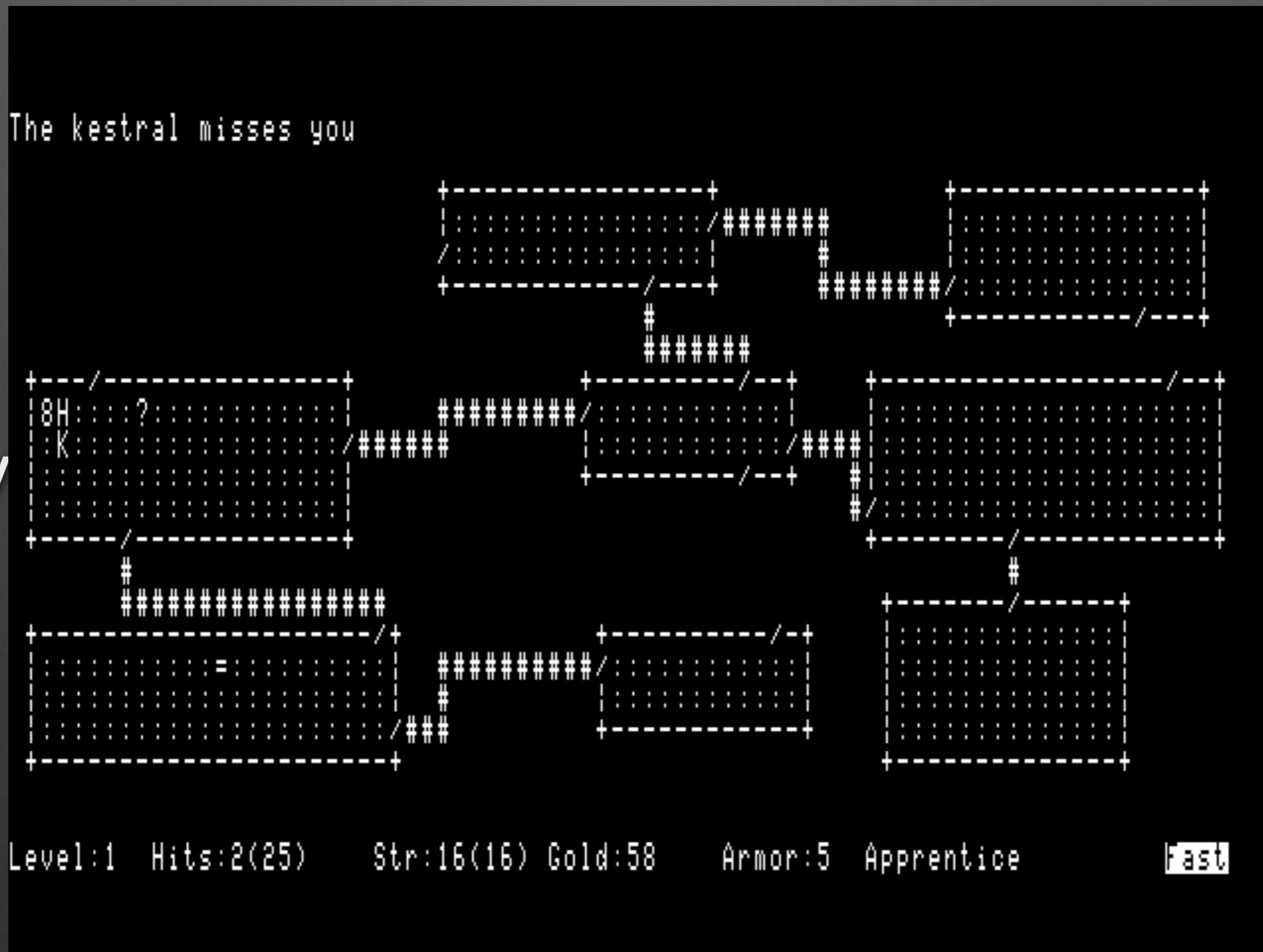
Rogue-like

Warum Rogue-like?



Michael Toy, Ken Arnold and Glenn Wichman
at U.C. Santa Cruz

Ascii Grafik



• <http://>

gif

Beispielhafte Darstellung

```

-----
|. . . .|      #####
|. . . .|      #          #
|. $ . +#####          #
|. . . .|      #          ---+---
-----      #          |. . . .|
                #          |. ! . . .|
                #          |. . . .|
                #          |. . @ . .|
                #          |. . . .|
-----      #          |. . . .|
|. .|      #####+..D..
|<. +###      #          |. . . .|
----- # #          |. ? . . .|
                #####          -----

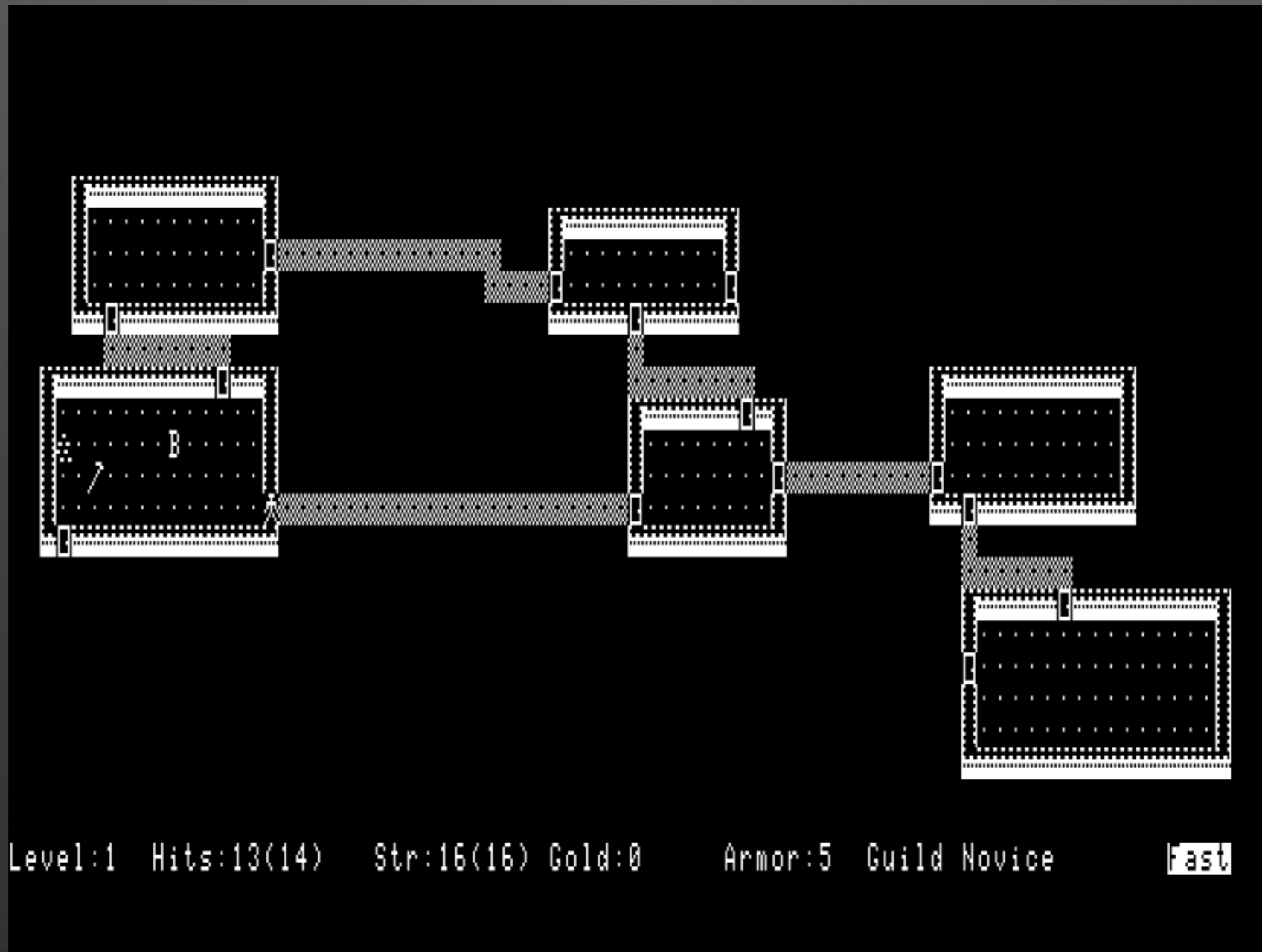
```

-	Wand
#	Dunkler Gang
.	Beleuchteter Bereich
\$	Goldmünzen
+	Eine Tür
	Wand
!	Ein Zaubertrank
@	Der Abenteurer
D	Ein Drache
<	Treppe nach oben
?	Schriftrolle, oft magisch

The logo for Dungeons & Dragons, featuring the words "DUNGEONS" and "DRAGONS" in a stylized, red, metallic font with gold outlines. A golden ampersand is positioned between the two words, and a horizontal gold line runs across the middle of the text. The letters have a 3D, embossed appearance with highlights and shadows.

- Basiert meist auf Dungeons and Dragons
- Es wird aber sehr viel experimentiert

Prozeduraler Levelaufbau



Perma Death



Turnbased



Sehr hoher Schwierigkeitsgrad



Unintuitive Steuerung

- Viele Profi-Funktionen
- Oft kann man Scripte schreiben, um vieles zu automatisieren

Voraussetzungen



Adventure 1975

- Fantasy Setting
- in einem Höhlensystem
- rein textbasiert

was implemented in C by JIM BILLOREY, and expanded
and moved to the 8088/286 by Walt Bitofsky.

You are standing at the end of a road before a
small brick building. Around you is a forest. A
small stream flows out of the building and down a
gully.

<Hit RETURN to continue>

NO

I don't understand that!

ENTER

You are inside a building, a well house for a large
spring.

There are some keys on the ground here.

There is a shiny brass lamp nearby.

There is food here.

There is a bottle of water here.

-

Steuerung

- HJKLY(Z)UBN VI Tasten

```
1 set all
2
3
4 filetype plugin indent on
5
6 syntax on
7
8 source ~/vim/helpers/functions.vim
9
10 silent! runtime macros/match.vim
11
12
13 *****
14 * GENERIC SETTINGS *
15 *****
16
17 * necessary
18 set expandtab
19 set smarttab
20 set shiftwidth
21 set shiftwidth=2
22 set backspace=indent,eol,start
23
24
25 set gdefault
26 set incsearch
27 set ignorecase
28 set smartcase
29
30 set encoding=utf-8
31 set termencoding=utf-8
32
33
34 set wildmenu
35 set wildmode=list:full
36
37 set hidden
38 set switchbuf=useopen,usetab
39
40 * not that necessary
41 set laststatus=2
42 set statusline=%{&N} %b%r%y%ab%cb%l% %m%L%v% %l%/%L%/%O%
43
44 set list
45 set listchars=tab:~\,extends:~,precedes:~,nbsp:~\,trail:~
46
47 set foldenable
48 set foldlevelstart=99
49 set foldmethod=indent
50 set foldopen=block,hor,insert,jump,mark,percent,quickfix,search,tag,undo
51
52
53 set nowrap
54 set l_unde
55 set visualbell
56
57
58 set splitbelow
59 set splitright
60
61
62 *****
63 * HELPERS *
64 *****
65
66 * changes the cursor shape/color
67 * in the terminal depending on the mode
68 * see http://code.google.com/p/terminal/issues/detail?id=70&cursor
69 * works in some terminal on Ubuntu and Iterm2 on Mac OS X
70 * which is all I need
71
72 function! SetCursorStyle(os)
73   if &term =~ "stern\|rxvt"
74
75     if &area == "barwin" || &area == "Mac"
76
77       * use a | cursor in insert mode
78       let &SI = "\<esc>[90;CursorShape=I|x?"
79
80       * use a rectangle cursor otherwise
81       let &SI = "\<esc>[90;CursorShape=Rx?"
82
83       * reset cursor when vim exits
84       autocmd VimLeave * silent! let &SI = "\<esc>[90;CursorShape=I|x?"
85
86     elseif &area == "linux"
87
88       * use a green cursor in insert mode
89       let &SI = "\<esc>[12;green|x?"
90
91       * use a red cursor otherwise
92       let &SI = "\<esc>[12;red|x?"
93       * silent! let &SI = "\<esc>[12;red00?"
94
95       * reset cursor when vim exits
96       autocmd VimLeave * silent! let &SI = "\<esc>[12;gray00?"
97
98     endif
99   endif
100 endfunction
101
102 * OLS is pasted from Word or Powerpoint often have a newline
103 * this macro puts the OLS in the href attribute
104 * of the next anchor
105
106 command! An call UpdateAnchor()
107 function! UpdateAnchor()
108   norm "vdy" _d/href =f"v" _d"
109 endfunction
110
111 * OLS to URL encoding
112 command! Incls call Incls()
113 function! Incls()
114   silent! update
115   silent! w +ff=dos
116   silent! wsetlocal ff=unix
117   silent! w
118 endfunction
```

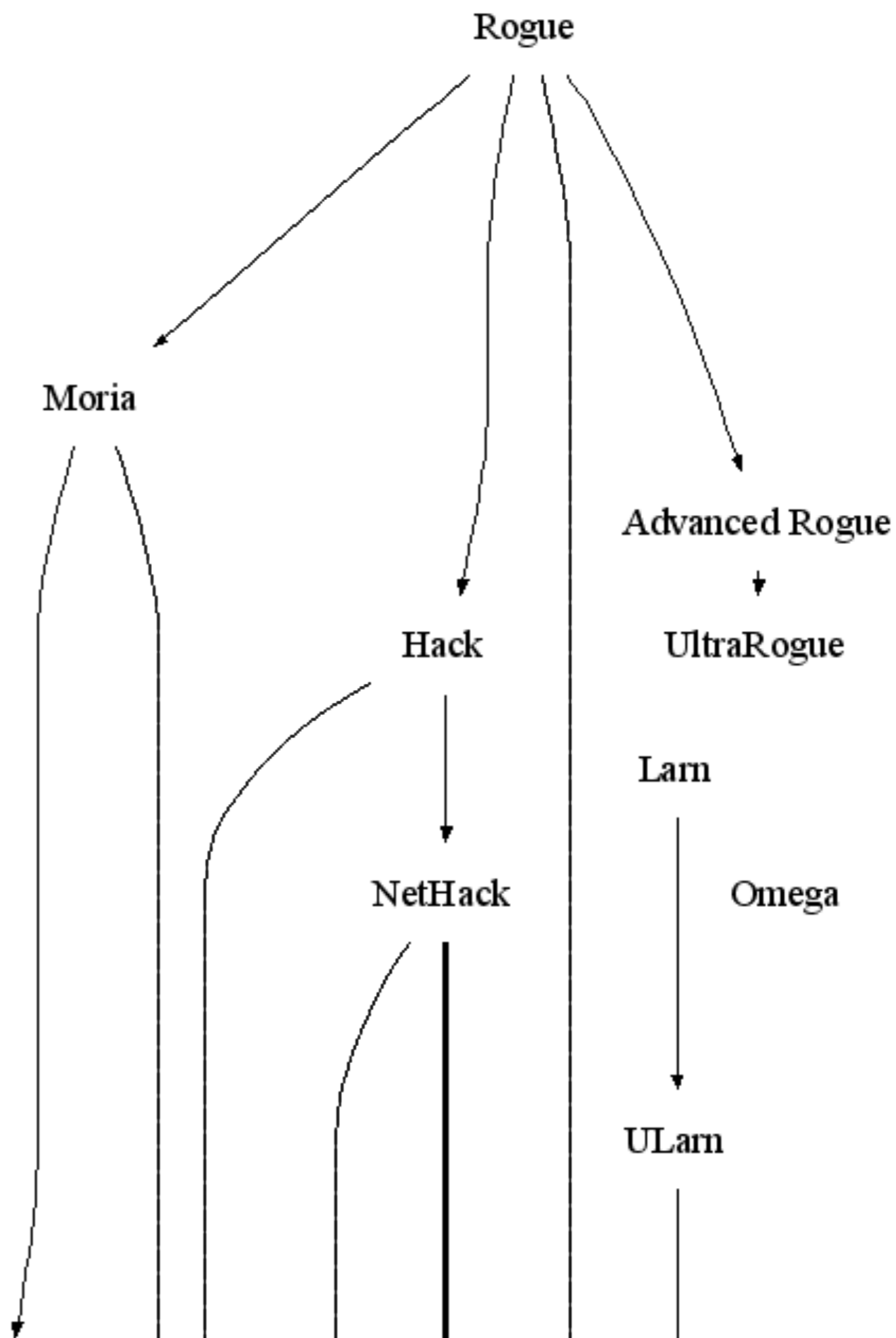
Curses Library

- Entwickelt von Ken Arnold
- Bibliothek zum Positionieren des Cursors und setzen von Ascii-Zeichen beliebig auf dem Bildschirm
- aus Curses wurde PDCurses
- und daraus NCurses (n steht für New)
- Software ist zwischen allen Versionen leicht portierbar

BSD Unix

- Santa Cruz, California, Michael Toy & Glenn Wichman
- Michael reist nach U.C. Berkeley
- Entwickelt dort mit Ken Arnold das Spiel weiter
- Dort wurde auch BSD Unix entwickelt, die Grundlage für Mac OS X
- Das Spiel wurde Teil von BSD
- Damit wurde es auf allen Unirechnern der ganzen Welt verbreitet

1980
1981
1982
1983
1984
1985
1986
1987
1988
1989
1990



Unterscheidung von Rogue-likes

- *band
- Hack-likes

*band

- **Set Your Own Pace:** There isn't a hunger clock forcing you forward (or there is a shop to restock at).
- **No Level Memory:** Levels are not preserved when you go up and down, so you can keep getting new monsters at any given difficulty level.
- **Lots of Items:** There are a lot of items, ranging from broken sticks to super amazing swords. Equipment upgrade paths are long, rather than being very short.
- **Steep Power Curve:** The PC is god-like powerful by the end of the game.

<http://www.roguebasin.com/index.php?title=Band>

Angband 1990

- Basiert auf Moria, welches auf „Der Herr der Ringe“ basiert
- 100 Level
- Wochenlanges Gameplay
- seit 24 Jahren in Weiterentwicklung

High-Elf
Mage
Mage Lord
LEVEL 50
EXP 14319409
AU 3262959

STR! 18/80
INT! 18/210
WIS! 18/160
DEX! 18/260
CON! 18/110
CHR! 18/160

Cur AC 173
Max HP 567
Cur HP 563
Max SP 362
Cur SP 362

Full

You miss the Earth hound.
You hit the Earth hound.
It was a superb hit!
You have slain the Earth hound.
You hit the Earth hound.
You hit the Earth hound.
You have slain the Earth hound.
You are no longer bleeding.
You miss the Earth hound.
You hit the Earth hound.
You miss the Earth hound.
The Earth hound flees in terror!
You hit the Earth hound.
You have slain the Earth hound.
You have found 245 gold pieces worth of diamonds.
You hit the Earth hound.
You hit the Earth hound.
You have slain the Earth hound.
You hit the Earth hound.
You hit the Earth hound.
You have slain the Earth hound.
You hit the Earth hound.
You hit the Earth hound.
You have slain the Earth hound.
You hit the Earth hound.
You hit the Earth hound.
You have slain the Earth hound.

Fast (+15) 4650 ft

a) a Book of Magic Spells [Magic for Beginners] 3.0 lb
b) 2 Books of Magic Spells [Conjurings and Tricks] 6.0 lb
c) a Book of Magic Spells [Incantations and Illusions] 3.0 lb
d) a Book of Magic Spells [Sorcery and Evocations] 3.0 lb
e) 3 Books of Magic Spells [Resistance of Scarabtarices] 9.0 lb
f) 2 Books of Magic Spells [Mordenkainen's Escapes] 6.0 lb
g) a Book of Magic Spells [Kelek's Grimoire of Power] 3.0 lb
h) 2 Books of Magic Spells [Eenser's Transformations] 6.0 lb
i) a Book of Magic Spells [Radl's Tome of Destruction] 3.0 lb
j) 4 Rations of Food 4.0 lb
k) a Green Speckled Potion of Restore Mana 0.4 lb
l) a Purple Potion of Restore Life Levels 0.4 lb
m) a Scroll titled "evsag forod" of Word of Recall 0.5 lb
n) a Scroll titled "seerok plutem" of *Enchant Weapon* 0.5 lb
o) a Rusty Rod of Teleport Other 1.5 lb
p) a Molybdenum Wand of Teleport Other (? changes) 1.0 lb
q) a Jasper Ring of Intelligence (+3) 0.2 lb
r) a Tortoise Shell Ring of Dexterity (+4) 0.2 lb
s) Ribbed Plate Armour of Resistance (-3) [28,+28] 38.0 lb
t) a Scythe of Slicing (8d4) (+8,+5) 25.0 lb
u) a Long Bow of Extra Shots (x3) (+17,+17) (+1) 4.0 lb

Zangband 1994

- Eine Oberflächenwelt mit „Wildernis“
- Mehrere Städte
- Mehrere Händler
- basiert auf Amber statt Mitteleerde

You see a Battle scarred veteran (unhurt) [r,q,t,p,m,+,-,<dir>]

Draconian

Warrior-Mage

Novice

LEVEL 1

NEED 30

AU 436

STR: 18.8

INT: 19.9

WIS: 12.6

DEX: 19.0

CON: 14.5

CHR: 13.3

Cur AC 2

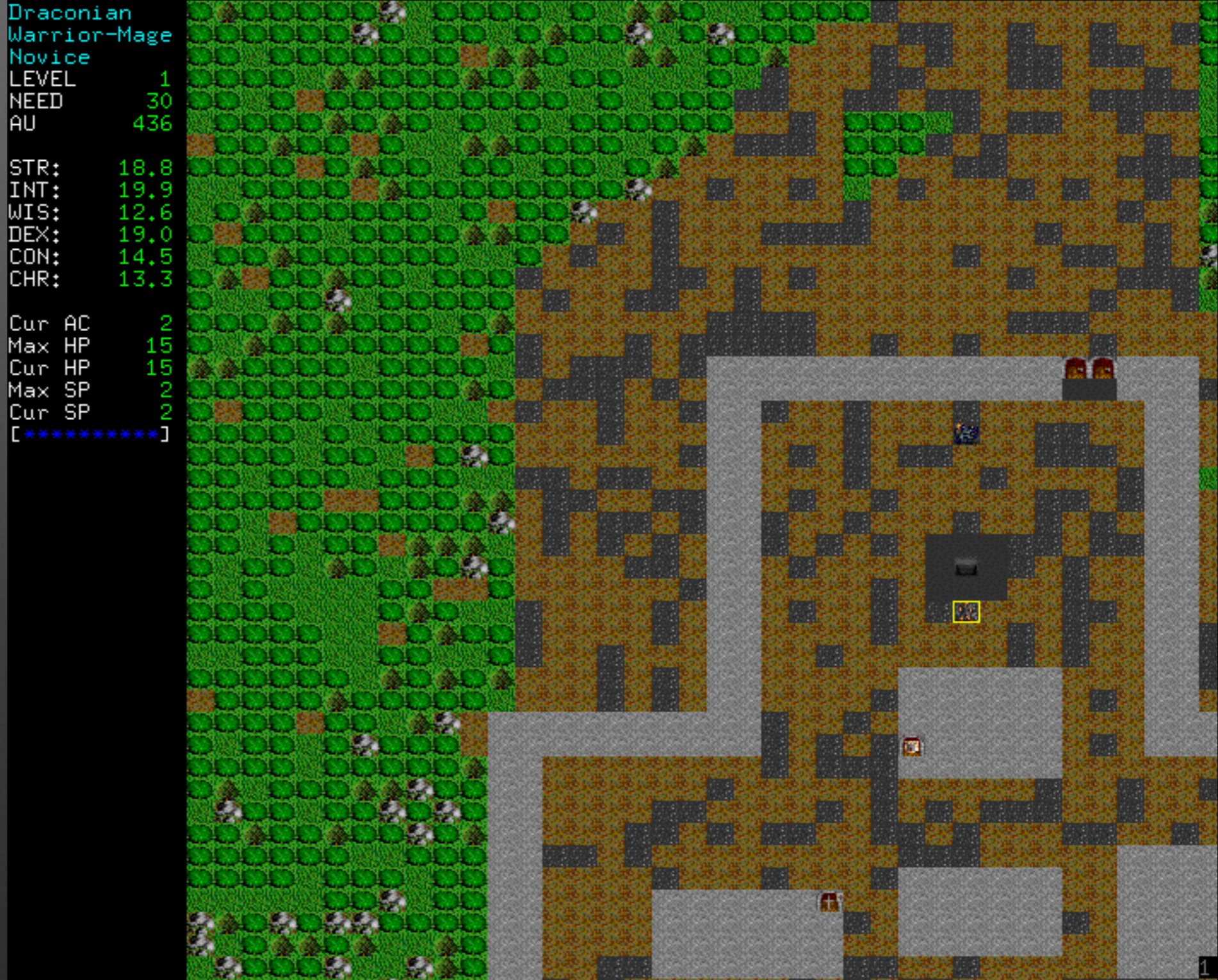
Max HP 15

Cur HP 15

Max SP 2

Cur SP 2

[*****]





Skills Angband 1998

- Hat ein Skillssystem statt eines Klassensystems
- Waffenschaden wird multipliziert statt addiert, weswegen schwere Waffen aufgewertet werden.

Opinion Angband 1998

- Intuitivere Regeln
- variableres Gameplay
- wesentlich intelligentere KI
- Unterschiedlichere Monster

Tales of Maj'Eyal and T-Engine4 1998



- Basiert auf Zangband
- Bringt einen Editor mit

You collect a new ingredient: warg claw.
You collect a new ingredient: snow giant kidney.
Nynua's spell attains critical power!
Nynua hits snow giant for 741 lightning damage.
Nynua killed snow giant!
Nynua hits fox for 856 lightning damage.
Nynua killed fox!

Larn 1986

- Erstes Spiel mit multiplen Dungeons über eine Stadt verbunden

Tyrant 2007

- Java-basiert
- kann im Browser gespielt werden



Hack-likes

- Persistent levels
- Complex interactions of properties
- Small levels (80x20 Squares)
- Inventory size
- Short Equipment Upgrade Path

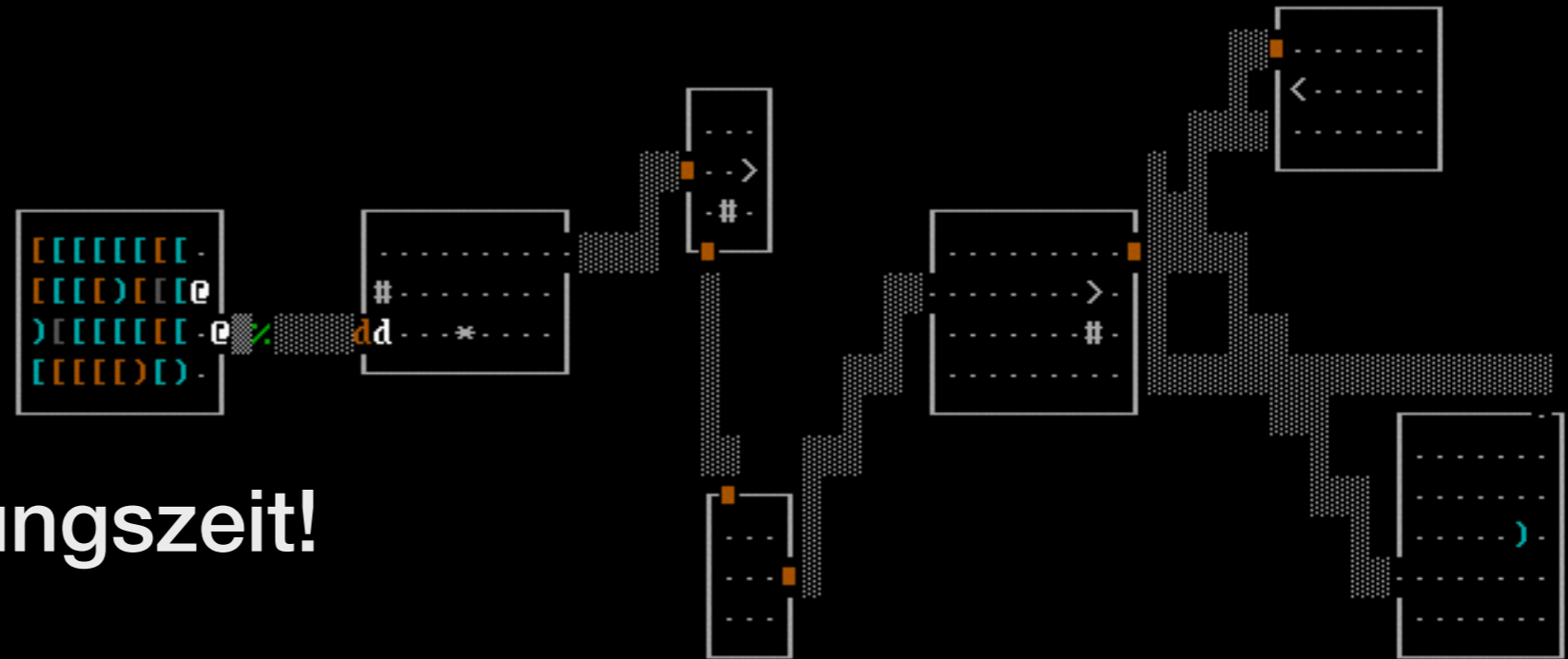
- Identification by Use
- Shallower Power Curve
- No Default Basecamp on Toplevel
- Spells are Memorized, once Read

<http://www.roguebasin.com/index.php?title=Hacklike>

Nethack

- released 1987
- 15 Jahre Entwicklungszeit!
- 2 MB trotz Ascii Grafik!
- 34 Seiten Regelwerk

```
"Hello, Yoghurt! Welcome again to Ermenak's used armor dealership!"
```



```
Yoghurt the Ronin      St:17 Dx:16 Co:18 In:10 Wi:8 Ch:6  Lawful  
Dlvl:3  $:124 HP:30(30) Pw:10(10) AC:4  Exp:3 T:617
```


Varianten

- AllegroHack
- GnomeHack
- HackLite (version 2)
- HackNet
- Interhack
- Letha
- Nethack brass
- NetHack-De
- Nethack Plus
- Nethack++
- NetHack: The Next Generation
- NitroHack
- SLASH
- SLASH'EM
- SporkHack

Crawl



Linley's Dungeon Crawl 1995

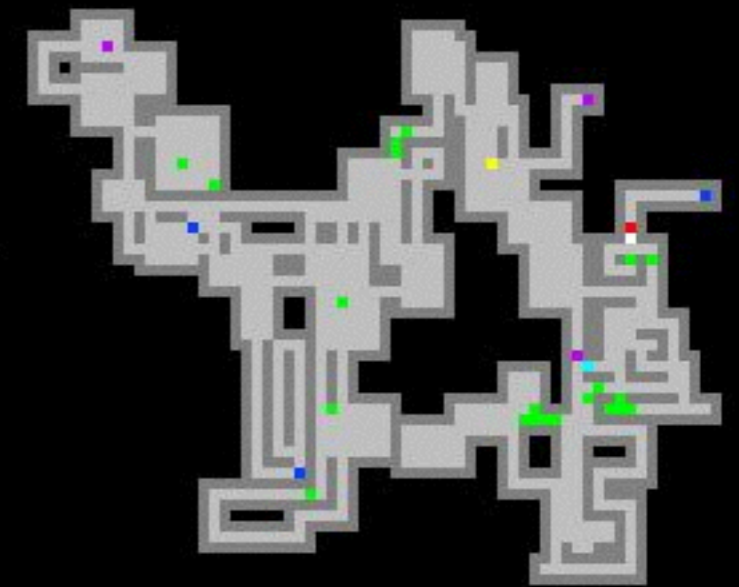
- Kaum Cheat-Möglichkeiten
- Unmöglich zu grinden, weil der Hunger einen weiter runter treibt
- Eher rassen-basiert als klassen-basiert, Klasse definiert nur Startbedingungen
- Man kann Shops nichts verkaufen
- Skills verbessern sich durch Benutzung

- Mutationen, sowohl positive als auch negative
- Götter, die Religion ist ähnlich wichtig wie die Klasse und hat entscheidenden Einfluss auf das Spiel
- Man kann nicht mit jedem Playstyle alle Gegenden überleben, was sich positiv auf den Wieder-Spiel-Wert auswirkt

Dungeon Crawl Stone Soup

2006

```
playe the Axe Maniac  
Mountain Dwarf  
HP: 62/217 (29%)  
Mana: 100/190 (53%)  
AC: 19 (0)  
EV: 22  
Str: 30  
Int: 12  
Dex: 12  
Gold: 4887  
Experience: 24/815312 (15645)  
Level 11 of the Dungeon  
a) +8 dwarf battleaxe (chop)  
Very Full  
Pray
```



Wienah.



Ancient Domains of Mystery 1994-2014

- Quite Story Driven
- Eine persistente Oberwelt mit zufälligen Dungeons

- Charaktererschaffung ist fragen-basiert

- Komplexe Quests

- Closed Source, Ein-Mann Projekt

- Komplexe Levelstruktur

The screenshot shows a character's status window in the bottom right corner of a text-based dungeon interface. The character's name is Rodney, with a level of 15 and a current health of 25/67. The status window displays various attributes: St:16, Le:15, Wi:12, Dx:12, To:11, Ch:12, Ap:12, Ma:12, Pe:12, DU/PU: 20/5, H: 25(67), P: 15(15), Exp: 9/16505, and Ma: 13. The character is currently burdened. The main area of the screen is a complex dungeon map represented by a grid of '#' symbols for walls and open spaces. The player's position is indicated by a yellow cursor at the top right. Other symbols like '>' and '<' are visible within the map.

```
Rodney               St:16  Le:15  Wi:12  Dx:12  To:11  Ch:12  Ap:12  Ma:12  Pe:12  
DU/PU: 20/5         H: 25(67)  P: 15(15)  Exp: 9/16505  Ma: 13  Sp: 1  
Burdened
```


2013



Brogue 2009

- Rückbesinnung auf Simplizität von Rogue
- farbiger Ascii Code
- „nur“ 26 Level
- sanfte Lernkurve
- faires Gameplay



Dungeons of Dredmor

You slash the Diggle! (3 slashing)
The Diggle collapses in a pile of fluid and defeat!
The Diggle pierces you! (1 slashing, 2 piercing)
The Diggle collapses in a pile of ichor and bone chips!



The House of Codpieces

Diggle Egg
Eat To Slowly Restore Health
❤️ 10
Watch out for salmonella!

Mordred

resistances

Melee attack	3	+1
Ranged attack	1	

Warrior
Level 1
Wizard
Rogue

Burliness	10	1	1	0
Sagacity	9	8	5	1
Nimbleness	10	5	6	1
Caddishness	13	4	5	0
Savvy	12	6	0	0
Stubbornness	11	5	0	1

Life 20/28
Mana 23/23



Menu Character Inventory Skills Quests

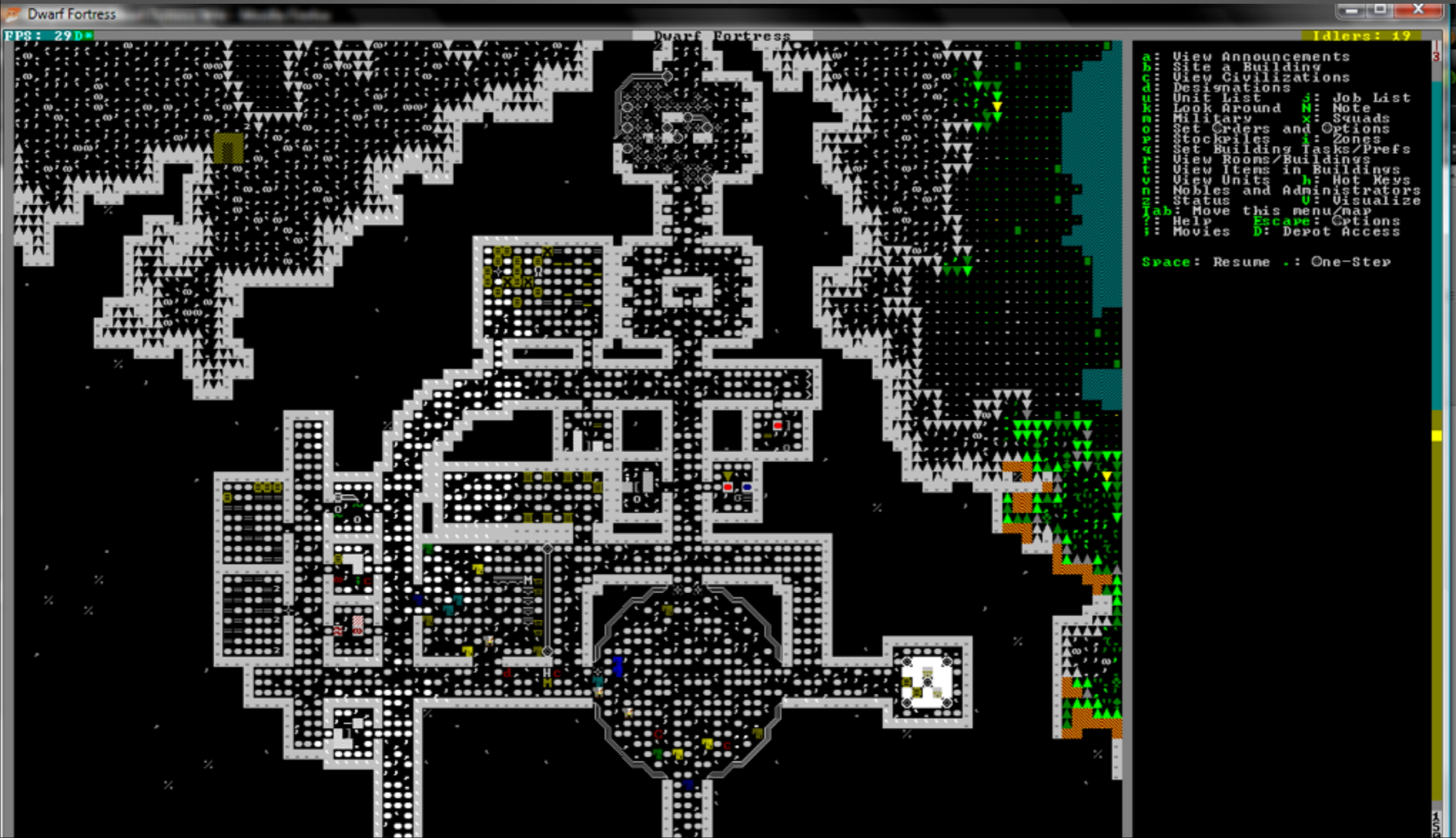
0

DIGEST 20 / 28

20 / 125

23 / 23

Dwarf Fortress



Museum of Modern Art (MoMA)

- Ausgestellt als Video, weil zu kompliziert



DoomRL

You see : a cacodemon (heavily wounded) | floor | [m]ore
You are hit!



Matt

Health: 38% Exp: 3/19%

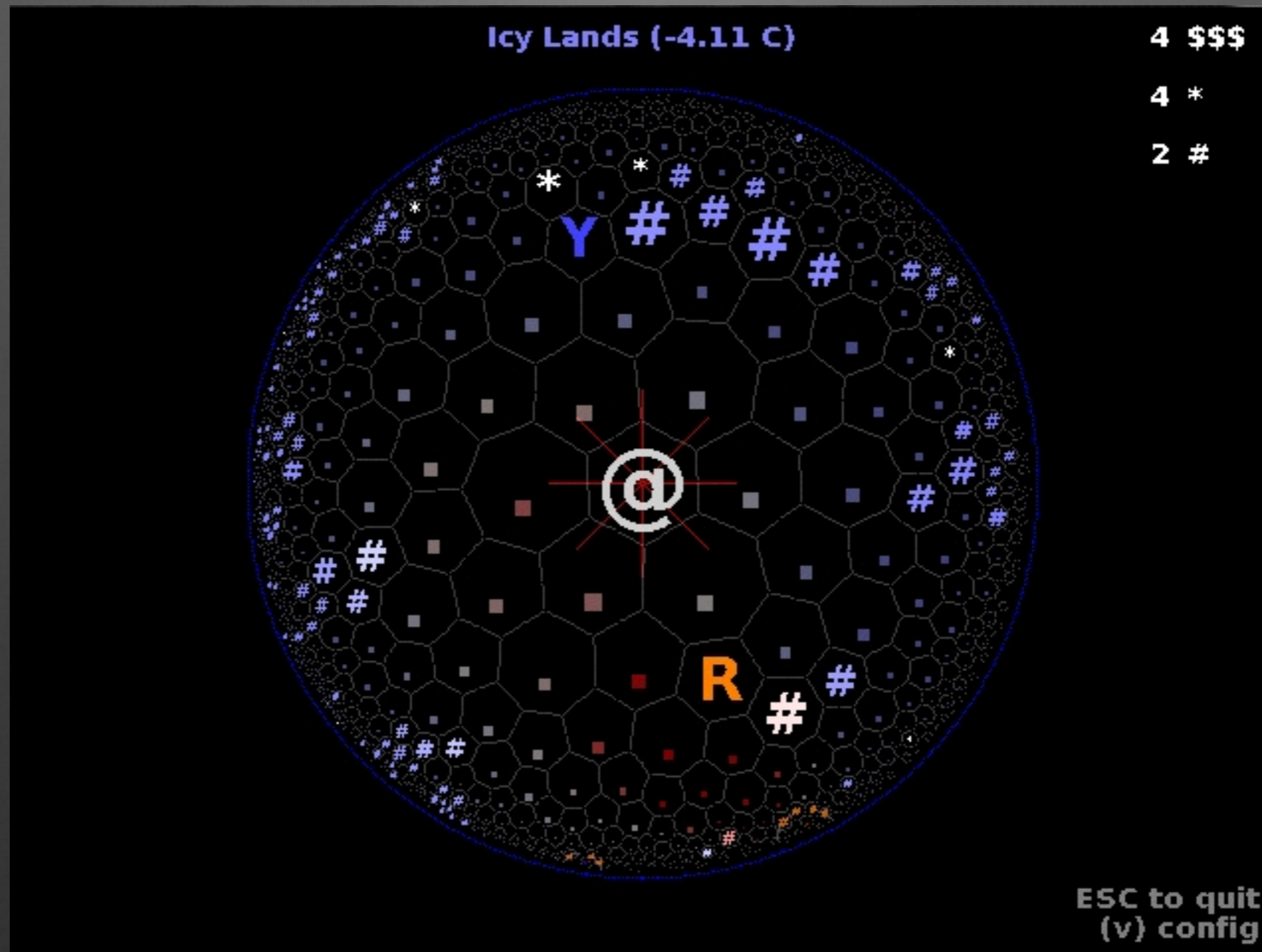
cautious

Armor : green armor [1/1] (33%)

Weapon: shotgun (8d3) [0/1]

Hell's Arena

HyperRogue II – a rogue-like on the hyperbolic plane



Faster Than Light



Don't Starve



Temple of Aite

The black stones have been scratched in a million fights, and will nevermore of blood. This is the temple of Aite, whose laughing statue rises above all.

The room is dominated by a chain golem, a moving mass of iron and copper and thin, that hulks in its center.

You can also see a fungicide contraption here.

An exit leads up.

Act> |

Rogue Legacy



OPTIONS

Resolution 1920x1080

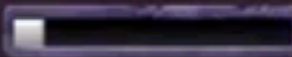
Fullscreen Yes

Reduce Shader Quality No

Music Volume 

SFX Volume 

Enable Quick Drop Yes

Joystick Dead Zone 

Change Controls

Quit Rogue Legacy

