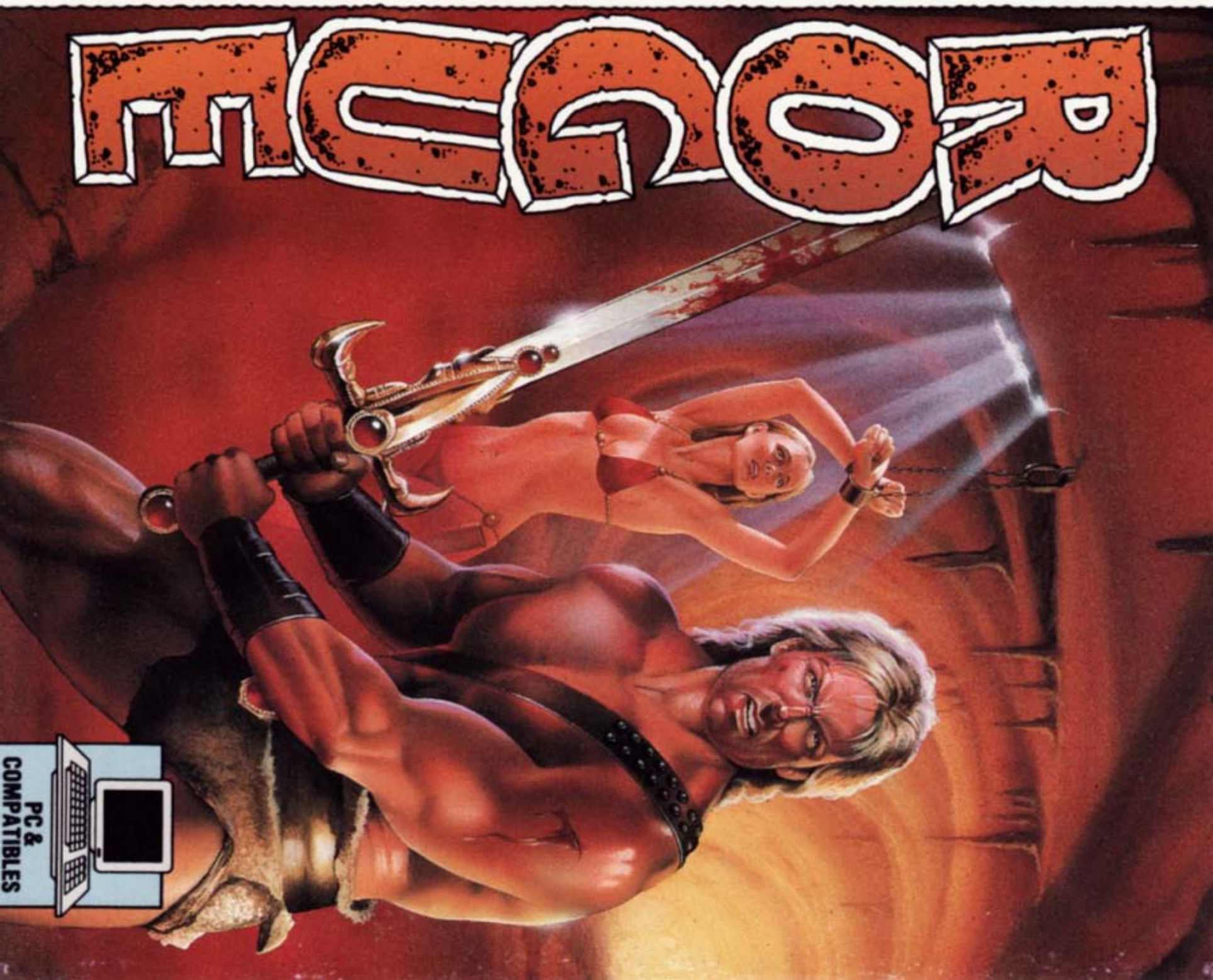
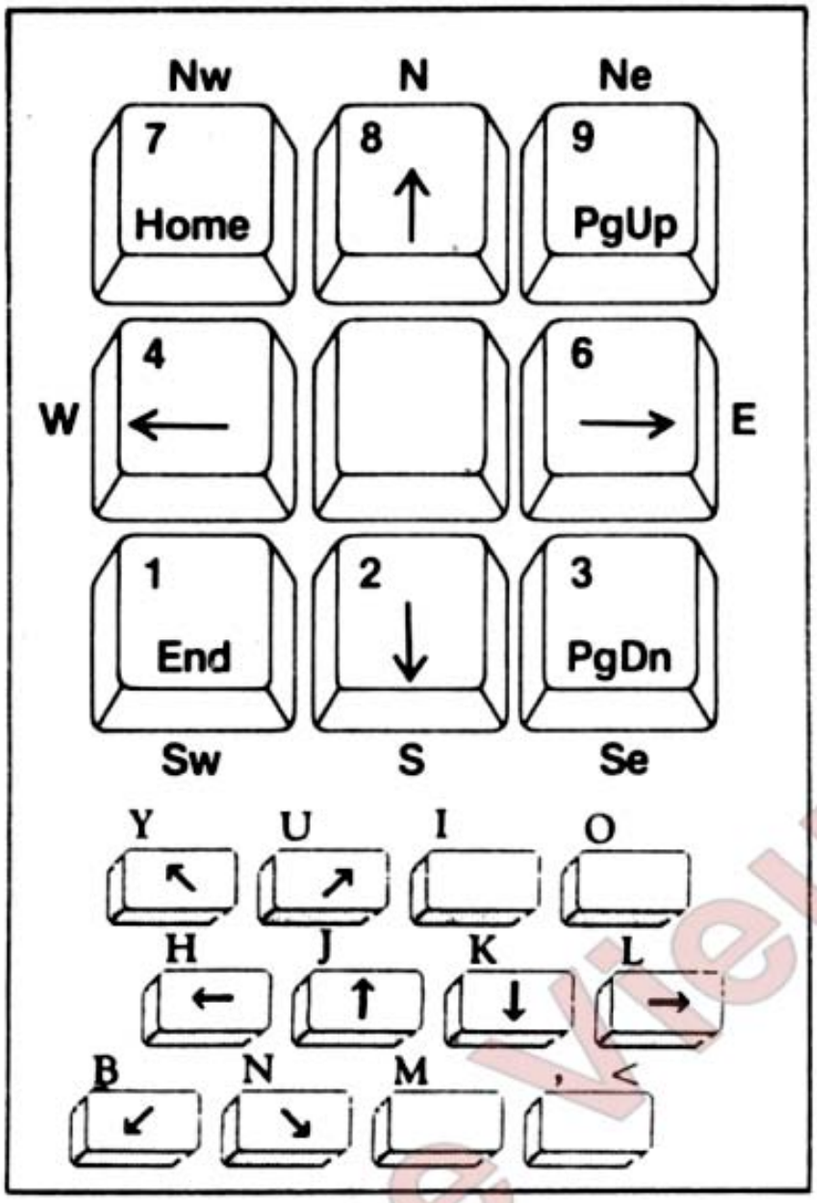
MASTERTRONiC

16 · BIT · SOFTWARE

MEGOR



PC & COMPATIBLES



DESCRIBING THE ACTION

As you descend into the dungeon, messages will appear at the top of your screen.

Messages may be followed by either the word **More** or **Cont.** Press the **SPACE BAR** to read the next message or line and to reveal hidden words.

If a message disappears before you get a chance to read it, press **F4** or **CTRL** and **r** to repeat the same message.

PICKING UP OBJECTS

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 the **F7** function key or **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 offence, or wear magical armour in defence. The COMMANDS section contains complete instructions for using objects and weapons properly.

COMMANDS

If at any time you decide not to continue with the command, press the **ESC** key to cancel.

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**.

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.

Le Vieux Manuel

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. The name may be eight letters, followed by a period and a three letter extender. 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.

COMMAND LINE OPTIONS

There are five ways that you can begin ROGUE from DOS:

rogue – Starts a new game.

rogue /r – Automatically restarts a saved game using the file name rogue.sav on the rogue disk.

rogue /s – Displays the current rankings in the Guildmasters Hall of Fame without having to start a game.

rogue /bw – If you have a colour graphics card and are using a black and white monitor, starting a new game of ROGUE with this option will improve the clarity of the screen.

rogue (file name) – Restarts a new game using a game saved in (file name).

COMMANDS (Function Keys)

F1, ?	Lists all the Commands (Help).
F2, /	Lists all the symbols used in the game.
F3, a	Repeat the last command given.
F4, Cntrl r	Repeat message.
F5, c	Rename object.
F6, D	List items that have been discovered.
F7, i	Inventory of all items in your pack.
F8,	Identify type of trap. (This command is followed by a direction.)
F9	Any key. (Alt F9 defines this key to any command you wish to use).
F10, !	Clears the screen, and starts up a fake DOS. Hitting any function key or typing rogue will put you back in the game. (This can be used when playing Rogue at work when you shouldn't be!)
Ctrl t	Terse message mode.
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.

Le Vieux Manuel

FRENCH

Votre mission: Fouiller les donjons de la mort et essayer de revenir avec l'Amulette de Yendor ou mourir dans la tentative.

INSTRUCTIONS DE CHARGEMENT

Réglez votre IBM PC Ou PCjr tel qu'il est indiqué dans le Manuel du Propriétaire.
Introduisez votre disque MS-DOS dans le lecteur de disques (lecteur A sur les systèmes à deux lecteurs).
Quand MS-DOS est chargé, introduisez le disque de programme dans le lecteur, l'etiquette faisant face vers le haut et le côté découpé en oval étant à l'arrière du système.
Tapez la commande rogue.

Si vous voulez sauvegarder un jeu et continuer à le jouer plus tard, tapez un S.

LES COMMANDES (Touches de Fonction).

F1, ? Enumère toutes les commandes (Aide).
F2, / Enumère tous les symboles utilisś dans le jeu.

ITALIAN

La tua missione consiste nell'andare nel Sotterraneo della Morte e trovare l'Amuleto di Yendor (o di morire nel tentativo).

ISTRUZIONI DI CARICAMENTO

Imposta il tuo IBM PC o PCjr secondo le indicazioni del manuale.
Inserisci il disco MS-DOS nel drive (nei sistemi a due drives, in quello A).
Accendi il computer.
Caricato MS-DOS, inserisci il disco programma con l'etichetta rivolta in alto e il foro ovale rivolto verso l'interno della macchina.
Batti il comando Rogue.

SALVARE O RIPRENDERE

Se vuoi salvare un gioco e riprendere a giocare più tardi, batti una S.

COMANDI (Tasti Funzione)

F1 Elenca tutti i Comandi (Aiuto)
F2 Elenca tutti i simboli usati nel gioco.

GERMAN

Ihre Aufgabe ist es, in den 'Dungeons of Doom' das "Amulett von Yendor' zu suchen – oder daran zugrunde zu gehen.

LADEANWEISUNGEN

Stellen Sie Ihren IBM PC oder PC jr, nach den Anweisungen in Ihrem Handbuch ein.
Die MS DOS-Diskette ins Laufwerk einlegen (Laufwerk A bei zwei Laufwerken).
Den Computer anschalten.
Wenn MS DOS geladen hat, die ROGUE-Programmdiskette ins Laufwerk einschieben, mit der Beschriftung nach oben und dem ovalen Ausschnitt in Richtung Hinterseite des Systems.
Den Befehl "Rogue" eingeben.

SPEICHERN ODER WIEDERSTARTEN EINES SPIELS

Wenn Sie ein Spiel speichern wollen, um es später wieder fortzusetzen, tippen Sie S.

BEFEHLE (FUNKTIONSTASTEN)

F1, ? Listet alle Befehle auf (Hilfe).
F2, / Listet alle im Spiel benutzten Symbole auf.

Le vieux Manuel

LOADING INSTRUCTIONS

Set up your IBM® PC or PCjr as shown in the Owner's Manual.

Insert your MS-DOS disk into the disk drive (drive A on two drive systems).

Turn ON the computer.

When MS-DOS is loaded, insert the ROGUE program disk into the drive, label facing up and the oval cutout pointed toward the back of the system.

Type the command **rogue**.

GAMEPLAY

After the title screen appears press any key to advance to the next screen. you will be aksed to name your rogue character. The name can be up to 23 characters. Type in your name and press the ENTER key (↵) on the keyboard.

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



Level: Indicates the current dungeon level being explored.

Hits: 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.

Str: Current level of strength. The higher the number, the stronger you are. The number in parentheses is the upper limit of your magical powers.

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

Armour: The protective value of the armour 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.

The cursor key pad on the right side of your keyboard will enable you to move in any of the eight directions shown, depending on where you are in the hallways and dungeons.

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

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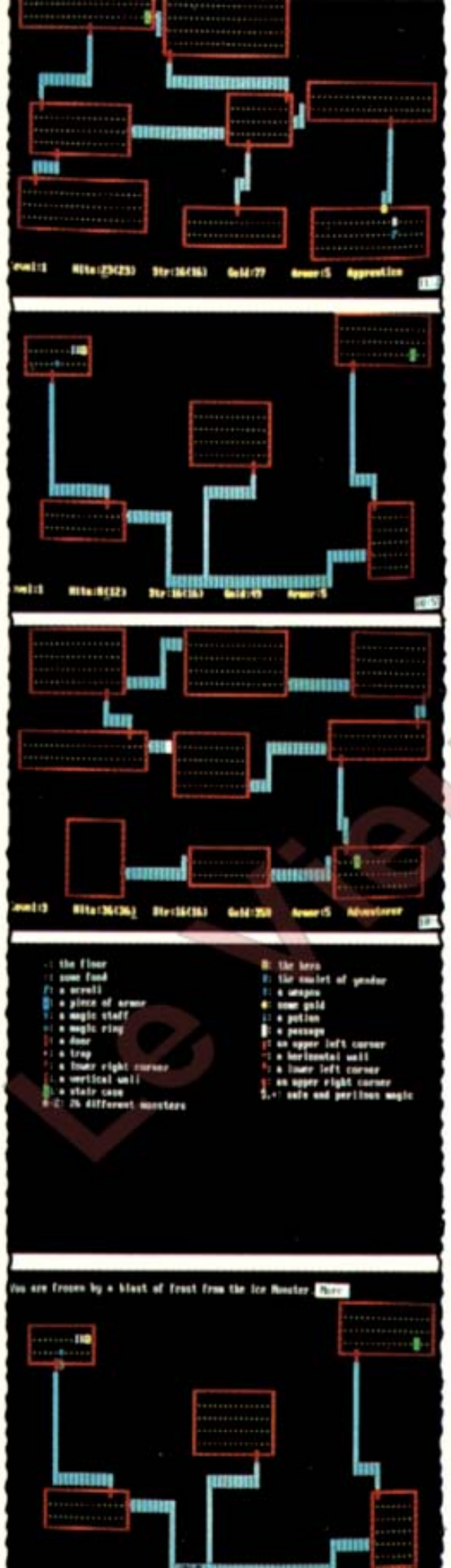

ROGUE

Your Mission, to search through the Dungeons of Doom and return with the Amulet of Yendor (or die in the attempt).

For protection you have some armour, your trusty enchanted mace and a bow with a quiver full of arrows, for food you have provision for just one meal.

As you descend the dungeon you will find more food, better armour and weapons left behind by previous unsuccessful seekers for the Amulet. You will also find hidden treasure, gold pieces, magical items, potions, rings and scrolls that will help you in your ultimate goal, the quest for the Amulet itself.

But between you and your goal there are many fearsome monsters and fiendish traps that will challenge all your skills. If you succeed you will join the Guildmaster's Hall of Fame, if you fail future adventurers will collect useful items from your remains.

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