RUN PROGRAM

```
  ____ ___  _   _ _____    ____   ___   ____ _   _ _____
 / ___/ _ \| \ | | ____|  |  _ \ / _ \ / ___| | | | ____|
| |  | | | |  \| |  _|    | |_) | | | | |  _| | | |  _|
| |__| |_| | |\  | |___   |  _ <| |_| | |_| | |_| | |___
 _____/|_| \_|_____|  |_| \_\\___/ \____|\___/|_____|
```

Welcome to Gone Rogue

    The year is 1980. Miami is burning, Post-Its just hit the shelves,
    the MGM is on fire and somebody just shot John Lennon.

    The world is chaotic and unpredictable.
    Will there be peace? Will there be justice? Will there be revolution?

    Enter procedural generation,
    a way of producing 'randomised' worlds from stable rules.

RUN PROGRAM

Welcome to Gone Rogue

    The world of Gone Rogue is unique every time you play.
    Once you enter the game, randomness dictates your experience.
    Many parameters of the game like map size,
    loot attributes, and spawn positions are randomised.

    To navigate through the world you must input a direction and press enter.

    w = ^
    a = <
    s = v
    d = >

    You'll want to grab any loot available (?) before beginning encounters.
    Loot has randomised effects. You could find a nutritious lunch,
    or end up making sacrifices for your blood sport.

    Enemy (#) encounters are triggered by walking over them.
    Once you step into an encounter there's no going back,
    in the world of Gone Rogue, it's always a fight to the death.
     PRESS ENTER...

RUN PROGRAM

Welcome to Gone Rogue

What is your name hero?
George

RUN PROGRAM

```
Welcome to Gone Rogue

-  -  -  -  -  -  -
-  #  -  -  -  -  -
-  G  -  -  ?  -  -
-  -  -  -  -  -  -
-  -  -  -  -  -  -
-  -  -  -  -  -  -
-  /  -  -  -  -  -
HP: 15    Dmg: 3
# = enemy, ? = loot, / = stairs

Which way...?
```

RUN PROGRAM

```
Welcome to Gone Rogue

-   -   -   -   -   -   -   -
-   -   -   -   -   -   -   -
-   -   -   -   -   -   -   -
-   -   -   -   -   -   -   -
-   -   -   -   -   -   -   -
G   -   -   #   -   -   -   -
-   -   -   /   -   -   -   -
HP: 15    Dmg: 3
# = enemy, ? = loot, / = stairs

You picked up lunch!
It's delicious...
You gained 5 hp.
```

```
RUN PROGRAM
```

```
Welcome to Gone Rogue

-  -  -  -  -  -  -
-  -  -  -  -  -  -
-  -  -  -  -  -  -
-  -  -  -  -  -  -
-  -  -  -  -  -  -
-  -  -  G  -  -  -
-  -  -  /  -  -  -
HP: 20    Dmg: 3
# = enemy, ? = loot, / = stairs


George hits runt. runt hp: 2

runt hits George. George hp: 17


George hits runt. runt hp: -1

You defeated runt!

Which way...?
```

RUN PROGRAM

```
Welcome to Gone Rogue

-  G  -  -  -  -  -
-  -  -  -  -  -  -
-  -  -  -  -  -  -
-  -  -  -  -  -  -
?  -  -  -  -  -  -
-  -  -  -  -  -  -
-  -  /  -  -  -  -
HP: 2    Dmg: 3
# = enemy, ? = loot, / = stairs


George hits boss. boss hp: 17

boss hits George. George hp: -5
Shit...
```

RUN PROGRAM

CLICK RUN to play again.

RUN PROGRAM


```
Welcome to Gone Rogue

-   -   -   -   -   -   -
-   -   -   -   -   -   -
-   -   -   -   -   -   -
-   -   -   -   -   -   -
-   -   -   -   -   -   -
-   -   -   G   -   -   -
HP: 17    Dmg: 3
# = enemy, ? = loot, / = stairs

Going down?
PRESS ENTER to go deeper...
```

RUN PROGRAM

Welcome to Gone Rogue

```
-   -   ?   -   #   -   -
-   -   -   -   -   -   -
-   -   -   -   -   -   -
-   -   -   -   -   /   -
-   -   -   -   -   -   G
-   -   -   -   -   -   -
-   -   -   -   -   -   -
```
HP: 15   Dmg: 3
= enemy, ? = loot, / = stairs
You walked into a wall.

Where would you like to go...?

RUN PROGRAM

```
Welcome to Gone Rogue

-   -   ?   -   #   -   -
-   -   -   -   -   -   -
-   -   -   -   -   -   -
-   -   -   -   -   /   -
-   -   -   -   -   -   G
-   -   -   -   -   -   -
-   -   -   -   -   -   -
HP: 15    Dmg: 3
# = enemy, ? = loot, / = stairs

Use
w - up
a - left
s - down
d -right
to move...

Which way...?
```

RUN PROGRAM

CONGRATULATIONS
You have...