



## The Rogue of 5

## Intro

Welcome to the dungeon! Retrieve the 5 artifacts to the surface.

The Rogue of 5 is a short roguelike game, developed by using the number 5 as much as possible. You start at the first level of a dungeon and have the quest to find 5 artifacts and return with them to the surface. The dungeon has dangerous inhabitants, so be careful and act like a rogue.

The game is represented by ASCII characters only and played with keyboard and mouse.

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## Game Screen



## Controls

To navigate through the dungeon, these are the keys. Use mouseover for descriptions.

▲,▼,◀,▶	up,down,left,right (move and menu)
g	grab item
i	open inventory
c	cast spell from spellbook equipped
A	stairs down
a	stairs up
h	help menu
ESC	exit, cancel
ENTER	select, confirm
o	increase screensize
p	decrease screensize

## Combat

Grab your weapon and fight the monsters of the dungeon. Or they will grab a weapon and fight you.

Combat is turn-based, faster combatants attack more often.

Bump into a monster to perform a melee attack with equipped weapon. Most of the time, you will hit the monster. With a small percentage, attacks may miss. The armor of the monster will absorb physical damage. Elemental damage of the weapon will be applied on successful attack. Elemental enchant of the armor is taken into account. Low percentage for critical attack and block.

## Elements

There are 5 elements binding the world together. **Fire**, **Water**, **Air**, **Earth** and **Tangerine**.

Elemental damage always belongs to one element. It can be halved by using equipment of the same element. And doubled by using the opposite. The opposing pairs are Fire-Water, Air-Earth.

A lot of spells and effects are related to one element.

## Monsters

There are 5 monsters threatening you life.  
Encounter them and fight.

Kobold **k**: Small creatures. Slow, can wield weapons.

Goblin **g**: Standard pest. Can wield weapons and use  
potions.

Orcs **o**: \_\_\_\_\_

\_\_\_\_\_ : \_\_\_\_\_

\_\_\_\_\_ : \_\_\_\_\_

## Stats

There are 5 stats for the player and the monsters.

HP: Life. You die when 0, regenerates while not weak.

Spirit: Magic. Needed for spellcasting. Regenerates while not weak.

Strength: Physis. Gives damage bonus in melee.

Wit: Mind. Gives damage bonus in ranged combat.

\_\_\_\_\_ : \_\_\_\_\_



## Skills

There are 5 skills you can learn when you reach level 1 or multiples 5. Orcs, humans and elves can have those, too.

Armor Wearer: Doubles your AC and chance for critical block.

Double dagger: Allows you to wield a dagger with the left hand and perform an additional melee attack.

Elementalist: Doubles all elemental damage you do.

Spellslinger: Halves the spirit cost of spells.

Range ranger: Doubles all damage from ranged attacks (except spells). You can throw equipped weapons for damage.

## Items

There are several items found in the dungeon. Monsters start with some items.

Pick up items from the dungeon floor, to have them in the inventory. From there you can choose how to use them. Usually you can drop, throw, use, equip/dequip, name items. Items are mostly unidentified, be careful!

Equipment: Weapons ), Armor [, Rings =, Glasses (, Spellbooks +.

Tools: Potions !, Scrolls ?, Wands /.

## Weapons

There are 5 weapons ) to inflict melee damage.  
And with \_\_\_\_\_, you can throw them for damage.

Dagger: Basic weapon. Dual wield possible.

Staff: For mages. Basic damage and spirit bonus.

Sword: Good old sword.

Mace: Surprisingly more damage than sword.

Zweihander: You need both hands. High damage.

## Armor

There are 5 armors [ to protect you. Elemental enchantment protects you against element. Heavy armor makes you less witty.

Cloth armor: Little protection. High spirit bonus.

Leather armor: Basic protection.

Chain armor: Medium protection. Wit malus.

Plate armor: Heavy protection. Heavy wit malus.

Mithril armor: Legendary protection. Balanced mali.

## Spellbooks

There are 5 spellbooks + for casting magic.  
Equip in your left hand and use the spirit.

Book of \_\_\_\_\_ : \_\_\_\_\_

Book of \_\_\_\_\_ : \_\_\_\_\_

Book of \_\_\_\_\_ : \_\_\_\_\_

Book of \_\_\_\_\_ : \_\_\_\_\_

Book of \_\_\_\_\_ : \_\_\_\_\_

## Rings

There are 5 rings = for enduring effects.  
Equip on your finger and feel it.

Ring of \_\_\_\_\_: \_\_\_\_\_

Ring of \_\_\_\_\_: \_\_\_\_\_

Ring of \_\_\_\_\_: \_\_\_\_\_

\_\_\_\_\_ ring: \_\_\_\_\_

\_\_\_\_\_ ring: \_\_\_\_\_

## Glasses

There are 5 glasses ( to widen your horizon.  
Equip on your eyes and see it.

_____	:	_____
_____	:	_____
_____	:	_____
_____	:	_____
_____	:	_____

## Potion

There are 5 potions ! to fill you up. Drink them and taste it.

_____	:	_____
_____	:	_____
_____	:	_____
_____	:	_____
_____	:	_____



## Scrolls

There are 5 scrolls ? for secret words. Read them and listen.

_____	:	_____
_____	:	_____
_____	:	_____
_____	:	_____
_____	:	_____

## Wands

There are 5 wands / for magic effects. Zap them and watch it.

_____	:	_____
_____	:	_____
_____	:	_____
_____	:	_____
_____	:	_____

## Notes

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Game by Jan | v 1.0