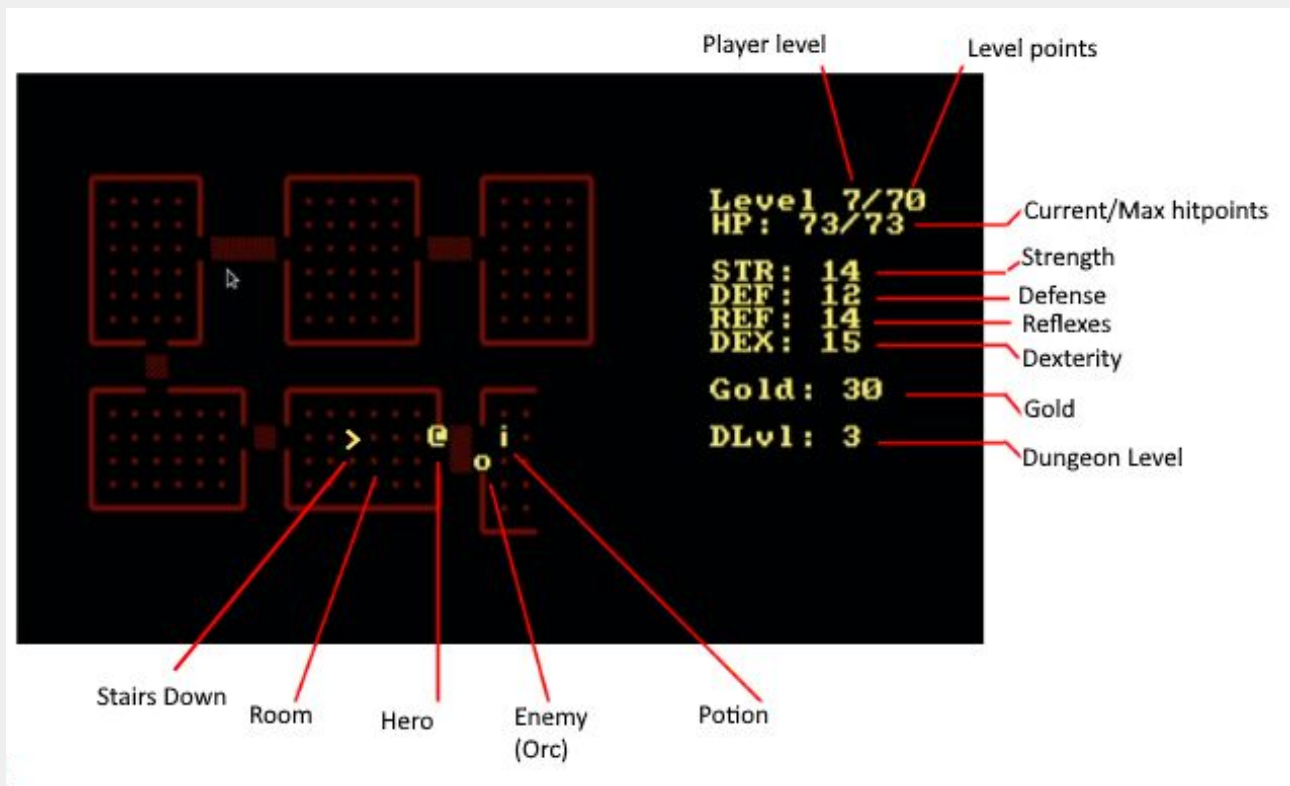# CPCROGUE

HOW TO PLAY

CPCRogue is a "Rogue-like" game, where you explore multiple fungeon levels until you find the **Orutrix**. Only then, you will be able to exit the dungeon and find your freedom.

As soon as you start the game you will be asked to name your hero. Type your hero's name and press ENTER. Then you will be presented with the game area:

CONTROLS

CPCRogue is a turn based game and you move from *tile to tile*. You can move your hero using the cursor keys or the traditional system known as OPQA:

↑ , Q	Move your hero one tile up
↓ , A	Move your hero one tile down
←, O	Move your hero one tile left
→, P	Move your hero one tile right

s (stop)	Rest one turn while restoring health
g (*get*)	Pick up the object below your hero
u (*use*)	Use the last object from your inventory
d (*drop*)	Drop the last object from your inventory
i (*inventory*)	Show the items in your inventory
. (punto)	Go down stairs to the next dungeon level.

HERO STATS

There are four main *stats* in CPCRogue used to determine combat:

STR (Strength)
DEF (Defense)
REF (Reflexes)
DEX (Dexterity)

Dexterity and Reflexes determine your hit rate/being hit, while Strength and Defense determine how much hit damage points you deal/receive to/from your opponent.

Your hero starts the adventure at level 1. You aquire *level experience* by killing monsters. When you get the required level points your hero will advance to the next level. Your *stats* (STR, DEF, REF, DEX) will also improve with your level progression.

COMBAT SYSTEM

CPCRogue is not an action game but a turn based *rpg* (rol play game). You must carefully choose your action plan, before engaging combat. Avoid being surrounded by enemies or it will surely mean your imminent death! Sometimes it's better to get back from your steps instead of aimlessly engaging combat.

An attack is performed by *pushing* the enemy next to a specific *tile*. Each combat turn your *stats* will be used against your opponent to determine your *hit chance* and the ammount of *hit points* produced. When the enemy hit points (HP) reaches 0 or lower it will die.

HIT POINTS (HP)

Watch out your hit points. If an enemy hits you successfully it will decrement your *hit points*. When your *hit points* reach 0 or lower your hero will **permanently** die. There are no *checkpoints* or *save* options in CPCRogue, when you die it's over! This is known as **permadeath**.

If your hero is getting a hard time while on combat, just retreat by moving in the opposite direction. You recover health just by moving and not being hit. Also, you can rest (by pressing **s** key) to recover *hit points* without moving.

ITEMS

Along the adventure you will find different items that can help you in your quest. You can pick up an item by moving your hero over it and pressing the '**g**' key. The item will be added to your *inventory*, which you can examine at any time by pressing the '**i**' key. You can drop an object from your inventory by pressing '**d**'. To use an object press the '**u**' key.

You can only use the **last item** in your inventory, so make sure you get the item you want to use ready at the top of your inventory. To achieve this, use or drop any items not needed.

You will find the following items along the game:

 - Potions: Some potions are good, some potions are not, use them wisely. A potions is unknown until used first time. That means, it will be shown in your inventory as *UNKNOWN POTION* until used. After first use, you will know the effects of that particular potion for the rest of the current gameplay, and it will show the correct name next time you pick it up.

$ - Gold

 - Orutrix: The *Orutrix* is a unique object found in the last level of the dungeon that will allow you to get out of it. To successfully finish the game you need to find the Orutrix, pick it up (key **g**) and use it (key **u**).