Alle Beiträge des Diskussionsthemas

Yes, after 6 years of playing (on and off), I finally won this game last
night. The version I've got is the PC version which has Rattlesnakes,
Aquators and Ur-Viles, and Griffins only move one space per turn [they
do 30+ damage per attack though :( ].

I thought I'd post about this great success for three reasons:
1. To briefly describe what was different about this particular game (ie.
   why I succeeded this time and not others).
2. To outline my general rogue-playing philosophy and some strategies I use,
   in case it's helpful to anyone out there.
3. I had to brag about it to someone :)

Let me start by saying that the real reason I won this game was luck. Luck
plays a large part in rogue. No matter how experienced you are, if the
machine screws you you're just not going to win. Experience is used to try
and make the best of each character, ie. to not die before you have to,
however soon that may be. Anyway, I was lucky this game. I started in a room
with a ring of stealth (an _essential_ item - without this, your chances of
winning are, to put it mildly, slim) and soon added a ring of searching to
this, to complete the stealth/searching combination that I think gives you
the best chance. I also had some luck in finding many gain strength potions
on early levels, so my strength was up to 22 before I first got Rattlesnaked
on around level 10.
I found a two-handed sword fairly early, but had to wait a while before I
could id it. This seems to be a pattern with my "good" characters - high
strength & a long or 2-handed sword. If they get a ring of stealth to go with
this then they've got a real chance. I've gotten the amulet three times
before like this, but had never gotten out with it.
Things went smoothly down to the deadly levels (16+), and I managed to pick
up a scare monster scroll, teleport away wand, and two polymorph wands
(polymorph wands are _very_ useful on the lower levels, IMHO) along the way.
I could kill Trolls reasonably easily, but at level 16 I started wearing
the ring of stealth when exploring rooms as I wished to avoid any uneccessary
fights with Ur-Viles.
Then comes levels 17-18 - Griffins and Medusas respectively. Ouch! From here
I always make a mad dash to level 26 and the amulet. Find the stairs as
quickly as possible, rest to full hp, then go down. I had some trouble on
about level 18 with a Medusa confusing me, but from there down I was lucky
with the stairs. The ring of stealth helped immensely - I avoided _many_
M, G, U, and D fights with it (one room had a G _and_ two M's - and the
stairs. You really _need_ this item!). The only tough monsters I had to
fight were a J and a couple of M's. I had one wandering G but I polymorphed
it into an Ice Monster. I was only level 11 when I finished.
On the way out I was _really_ lucky with stair finding on the 20+ levels.

Things slowed up when I got into the teens, but there were no monsters which
could challenge me. However, food became a problem when I returned to the
very early levels. I didn't see _any_ on the way out, and was actually
hungry without any left when I reached the light of day. (Of course the
fact that I stupidly, out of reflex, went _down_ at least two sets of stairs
on the way out didn't help - Doh!). Anyway, that's how I did it - the usual
"good character" plus lots of luck, and doing the late levels _quickly_.

Strategy Tips: here is a brief(?) outline of my general strategy and tips
I feel are useful.

Potions:
As far as potions go, in the early stages I always quaff every potion I find
until I've discovered gain strength. Then I stop quaffing unidentified
potions unless I've got a duplicate. If I lose strength (Rattlesnake/poison
potion/dart trap) then my strategy depends upon what I've discovered:
1. Haven't discovered restore strength: I stop quaffing unless I've got
   duplicates or until Trolls (level 12). The game isn't really hard until
   Trolls, so you don't really need the strength back until then. Thus, it's
   best to make the first restore strength you discover count for any more
   strength you may lose between now and then. This is a general guide, but
   can be adjusted for the power of the character. If he's so wimpy that
   Centaurs/Quaggas/Yetis could be a problem without the strength back,
   resume quaffing earlier. If he's so tough that he can handle Trolls
   without his strength back(!), you may want to delay quaffing until
   Rattlesnakes disappear (level 14). In any case, I always quaff duplicate
   unidentified potions and I always save known gain strength potions until
   I'm on full, no matter what. This way, you waste at most 1 gain strength
   when you're not at full.
2. Have discovered restore strength: unless I'm in danger of being beaten to
   a pulp due to lack of strength, I try to save a restore strength until
   I've discovered poison and Rattlesnakes have disappeared (level 14). When
   the time comes to drink the restore strength and you have unidentified
   potions, I suggest the following:
   a. If you know what poison is but don't know what gain strength is, drink
      the restore strength then the unidentified potions.
   b. If you know what gain strength is but don't know what poison is, drink
      the unidentified potions then the restore strength.
   c. If you don't know either poison or gain strength, you could do either.
      If you're conservative, you'll drink the unid'ed potions first to
      avoid poison. If you're adventurous, you'll drink them last to try and
      capitalize on the first gain strength. Of course if you have _two_
      restore strengths (or more), drink one, then the unid'ed potions, then
      another restore strength if you find poison.

Other potions:
Healing & Extra Healing: I tend to keep these rather than drink them for the
extra maximum hps. But of course make sure you're on full hp before drinking
an unid'ed potion if you don't know what both of these are. Also, it's useful
to have a Healing lying around if you don't know what blindness is.

Blindness, Paralysis, Confusion: If you have plently of inventory space, keep
these to possibly throw at monsters as a last ditch effort.
Magic detection: I try to keep one of these for level 26, to speed up finding
the amulet. Extras can be used by dropping unid'ed items in a trapdoor-free
room and quaffing for a "good/bad" ($/+) status.
Gain Level: I rarely find more than one of these, but when I do I try to save
it to reach levels 10+ as I find these a lot harder to gain than earlier
levels. Of course, if you're about to reach the level anyway, save it until
you get there (unless you see a Wraith).

Scrolls:
I tend to read every scroll I find to id it. I also try to make monsters
walk over each scroll to save the first scare monster. If this is not
possible due to the scroll being in a corner/doorway, I save the scroll
until I can id it or find scare monster.

Staves/Wands:
To identify an unid'ed staff/wand, I try to zap it at a weak monster several
spaces away across a lit room. This tells you everything but cancellation
and nothing (which is very rare anyway). Then you don't have to waste an id
scroll finding out the charges unless it's a _really_ good wand (polymorph,
teleport away, slow monster).
As far as drain life and the fire/cold/lightning wands go, I find it best
not to use these against tough monsters. You've usually got something else
constructive you could do, rather than halving your hp or risking a rebound
from the bolt. I use these wands on pain-in-the-neck monsters like
Rattlesnakes and Wraiths. They are particularly annoying when you're on
full strength but don't have restore strength, or you are about to go up a
level (esp. to 9+). At this stage I'd quite willingly use a charge on one
of the above wands to stop them getting an attack on me. Wraiths in
particular can be _very_ annoying if they nail you right before you reach
10th level. Here I'd even go downstairs and leave one or two cells unexplored
rather than have them attack me.

Weapons:
Unless your mace is _very_ good (+3,+2 or +2,+3 at least or vorpalized) I'd
save swords for identification and swap to them. They seem to do _much_ more
damage than the mace.

Armour:
I don't find armour to be that critical, but I do follow these guidelines:
1. Save your best suit until Aquators disappear (level 18), unless it's
   leather.
2. Take off metal armour as soon as you see an Aquator, rather than risk
   killing it before it can hit you.
3. Save a remove curse or enchant armour so you can try on each suit as you
   get it.
4. You can discard any armour equal to or below your "baseline" (2 or your
   worst leather).

Rings:
Stealth: A must. Wear at levels 16+, 12+ if Trolls are a problem.
Searching: Also an excellent ring - if I've got one of these I wear it all
the time, food willing.
Regeneration, Maintain Armour, Sustain Strength: These consume too much food
to justify wearing them all the time. Regeneration can be put on whenever
you are not on full hp, but at high levels you regenerate naturally as
quickly or more so. The other two can be put on while fighting the appropriate
creature. Sustain Strength should also be worn before quaffing an unid'ed
potion if you haven't found poison.
See Invisible: Only need this for Phantoms (levels 15-24).

Other tips:
Exploring in general: If you know what you are doing, you can save a lot of
time exploring. Each level is a three by three grid of "cells". There is
something in every cell - room, maze, dead end or junction. Each room/maze
can have at most one exit on each wall, which will lead to the room/junction/
maze in the adjacent cell, if any. Therefore:
1. If you don't have to waste moves mapping in the walls of a room, don't!
   You only have to explore the floor of each room.
2. Try to retrace your steps across each room, rather than stepping on new
   squares you don't have to. This reduces your chances of stepping on traps.
   I've got a general protocol about traversing rooms that enables me to
   retrace my steps without having to remember exactly where I went.
3. There are never items in corridors. If you see facing doors in two
   adjacent rooms, you needn't map out the intervening corridor unless it's
   on your way or there could be a junction to a new area.
4. Mazes: when you find a maze, find a loop in it then leave. Loops are useful
   for dealing with tough monsters. You should leave the maze until you've
   explored the rest of the level, since mazes take long long long to explore.
5. Dark Rooms: when entering a new dark room, it is a good idea to explore
   "towards the centre of the level", or towards a known exit wall, first.
   This way, a monster is less likely to trap you.
6. Dark Rooms: If you haven't got a ring of stealth, but have lots of arrows,
   here's a trick that can give you the one-up on nasty monsters. Suppose
   you enter the room as follows:
   ```
   -------+      Instead of blundering straight in, you could _wait_ a turn,
         .|      then throw an arrow blindly to the left. After a turn, if
        .@##     there is an aggressive monster in the room, it will be in
         .|      your line of fire. If the arrow doesn't hit anything, you
          |      know there isn't an aggressive monster in the room! If it
   -------+      does hit something nasty, you are warned that it is coming.
   ```
   If it wakes up a peaceful monster, oh well. This trick is best used on
   levels 16-20, where the nastiest monsters (U,G,M) are always aggressive.
   At level 21, you get J's which you _don't_ want to wake up.
7. Secret doors. If I don't have a ring of searching, I program the "any"
   key to do 10 searches. After three of these (30 searches) I usually
   give up on dead ends.
8. Secret doors. If you know there is a secret door somewhere, but have a
   choice of walls to search, search the _shortest_ wall first. The rationale

is that the secret door is equally likely to be on each wall, so searching
the _shortest_ wall first saves you time on average.

Fighting:
1. Trolls can do 25 damage, Ur-Viles, Medusas and Jabberwocks can do in the
   high twenties, and Dragons and Griffins can do in the low thirties.
2. Monsters, like you, can't move diagonally through doors or around corners.
   Therefore, if I see a weak monster, I like to retreat to a corner or
   doorway to fight it. If there's something nasty behind it, you get to see
   it before it can get to you. The weak monster can be used as a shield
   while you zap or throw missiles, if neccessary.
3. When entering a new room, try to keep within the "diagonal cone" of the
   doorway until you know what's in there. This way, you can retreat to the
   door without wasting a move. The "diagonal cone" is shown as follows:
   ```
   +-----@---+
   |     .   |
   |    ...  |
   |   ..... |
   ```
4. Mazes and loops are useful for killing tough monsters. Sometimes monsters
   won't chase you into a maze, so you can rest in there between onslaughts.
5. Don't rest in dead ends. Always leave yourself 2+ directions to run in.
6. Scare monster scrolls, haste self potions and staves of slow monster are
   a guaranteed free kill of a tough monster. Griffins, Dragons and
   Jabberwocks are worth _much_ more xp than anything else.

As a final tip, just get a ring of stealth and do the deadly levels as
quickly as possible!

Regards,
Tony W - 9311290t@levels.unisa.edu.au
As you read the .sig, it vanishes.

```
   (:                                    :)
   :)            Steven Wedd         (: (:      sawedd@cs.adelaide.edu.au      :)
   :)         Society is to blame    (:
   (:                                    :)
```

Von:stefan (schaker@unm.edu)   Beitrag 2 aus der Diskussionsgruppe
Betrifft:Re: I finally won! (Long, Spoilers)
Newsgroups:rec.games.roguelike.rogue
Datum:1994-10-09 12:48:25 PST   View this article only

>I managed to pick
>up a scare monster scroll, teleport away wand, and two polymorph wands
>(polymorph wands are _very_ useful on the lower levels, IMHO) along the way.

If you walk onto scrolls to check for scare mon, AND you have a polymorph
wand or two AND you're at a low exp level (7 > level > 3), poly that bat
into a griffin and advance. Make sure you are at experience level 4 or so,

or you will lose HP.

possible problems with the scare-mon/poly-zapper ploy:
Dragon: I did this once and got a dragon. Zap. BREEEAAAAATHHHHHEEEEE
    Ouch! bounce YOUCH!!! Zap!
Phantom: If the monster disappears, it turned into a phantom.

>(Of course the
>fact that I stupidly, out of reflex, went _down_ at least two sets of stairs
>on the way out didn't help - Doh!).

Yep, did it, done it. I've accidently gone down, then hit two trapdoors in
succession. The worst was when I was zooming through the upper levels
and ran into (and, fortunately, killed) an Ice monster, which had the
capability of freezing me to death. That would have been REAL embarassing
to see this:

Top Ten Rogueists:
Rank   Score   Name
1   12510   Janik the Monster Masher (with the amulet): died on level 2
from hypothermia.

>Blindness, Paralysis, Confusion: If you have plently of inventory space, keep
>these to possibly throw at monsters as a last ditch effort.

Good to have stolen by nymphs, too. Keep your inventory near full.

>Scrolls:
>I tend to read every scroll I find to id it. I also try to make monsters
>walk over each scroll to save the first scare monster. If this is not
>possible due to the scroll being in a corner/doorway, I save the scroll
>until I can id it or find scare monster.

It's almost always possible... You can let the quagga take the first shot.

>Staves/Wands:
>To identify an unid'ed staff/wand, I try to zap it at a weak monster several
>spaces away across a lit room. This tells you everything but cancellation
>and nothing (which is very rare anyway).

Sometimes polymorph turns the monster into a phantom, which makes it appear
to have 'ported. Other times it turns into itself, which appears like
nothing happened.

>Then you don't have to waste an id
>scroll finding out the charges unless it's a _really_ good wand (polymorph,
>teleport away, slow monster).

In rogue 5.3 (which has separate id scrolls) you can use ANY id scroll
for wands and staves. You just have to remember the inventory letter.

>Rings:
>Stealth: A must. Wear at levels 16+, 12+ if Trolls are a problem.

Agreed. Stealth is a GREAT item, possibly the best. It's not much use
at early levels, and if trolls are a problem (at least in the singular),
you're as good as dead anyway.

>Sustain Strength should also be worn before quaffing an unid'ed
>potion if you haven't found poison.

Orange juice!

    stef
--
Stefan Chakerian schaker@unm.edu
Good. Bad. I'm the guy with the gun.

Von:Carl Robert Klemmer (spiffy+@CMU.EDU)   Beitrag 3 aus der Diskussionsgruppe
Betrifft:Re: I finally won! (Long, Spoilers)
Newsgroups:rec.games.roguelike.rogue
Datum:1994-10-08 09:34:12 PST   View this article only

Excerpts from netnews.rec.games.roguelike.rogue: 7-Oct-94 I finally won!
(Long, Spoil.. by Steven Wedd@teaching.cs.
> with a ring of stealth (an _essential_ item - without this, your chances of
> winning are, to put it mildly, slim) and soon added a ring of searching to

Do other people find this? I never use the rings of stealth or
searching. I tend to win with a couple slow digestions and not having
to carry any food (more toys that way).

My winning characters tend to have about 24 strenght, +2+3 2h sword, +5
plate, and a lot of luck.

Carl

Carl Klemmer
FactSet Data Systems, Inc.
One Greenwich Plaza
Greenwich, CT 06830
(203) 863-1539
cklemmer@factset.com
spiffy+@andrew.cmu.edu