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Mike's Adventure Game - Mini FAQ - Traps, Food, Potions, Scrolls, Experience Levels, Objects, Treasure

su

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Posted in group: **rec.games.roguelike.development**

Added object generation tables.

Mike's Adventure Game - Mini FAQ - Traps, Food, Potions, Scrolls, Experience Levels, Objects, Treasure

November 25, 2005 - Here is a mini faq for the excellent MAG roguelike game. I release this FAQ into the public domain - Steve Ued.

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Mini-FAQ Contents:

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Section 1. Game Information:

Mike's Adventure Game is a roguelike game developed by Michael J. Teixeira in 1986-1988. MAG and PCMAG are shortened names for this game. MAG is quite similar to Rogue as well as Hack (which is the ancestor of Nethack).

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Section 2. Mini FAQ Information:

- a) This FAQ is based on playing the game as well as looking at the game source code.

- b) This FAQ is not done with any help or endorsement of MAG's creator Michael Teixeira.
- c) This is a mini-FAQ until it covers all of the major sections of the game.
- d) This FAQ is donated to the public domain with no restrictions on use.
- e) This FAQ will be posted to the `rec.games.roguelike.development` usenet group.
- f) I'd appreciate any information that Michael Teixeira could post to `rec.games.roguelike.development` about the game.

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 Section 3. Mini-FAQ public domain notice

This FAQ for Mike's Adventure Game is donated to the public domain.

Please do not remove this public domain notice if you put this on a web site, email, usenet post, ftp site, etc. since the purpose of the FAQ is to encourage people to play MAG as well as to encourage developers of future games.

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 Section 4. The Game

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 Section 4.1. Experience Levels

Players gain experience in one of three ways:

- 1) Killing monsters
- 2) Drinking potion of raise level
- 3) Eating a mushroom - only 2.78 percent of the time (see section on food for more mushroom information)

Gaining an experience level has the following effects:

- a) Adding 2 to 10 hit points to maximum hit points as well as current hit points
- b) (unverified ????) Making the player a more effective fighter.

Players start the game with 12 hit points 95 percent time and 5 percent of the time start with 10 to 14 hit points.

Experience levels are given by the table below. The points to reach level X is given by the formula " $100 * (2^X)$ "

where "2^X" is 2 raised to the X power.

level	experience points	title
1	0	Novice
2	200	Adventurer
3	400	Veteran
4	800	Warrior
5	1,600	Swordsman
6	3,200	Warder
7	6,400	Myrmidon
8	12,800	Hero
9	25,600	Swashbuckler
10	51,200	Protector
11	102,400	Defender
12	204,800	Champion
13	409,600	Superhero
14	819,200	Chevalier
15	1,638,400	Knight
16	3,276,800	Knight Errant
17	6,553,600	Lord
18	13,107,200	Lord Keeper
19	26,214,400	High Lord
20*	52,428,800	Lord Noble

* The maximum experience level is 20.

Section 4.3. Dungeon Level Generation

(To be done - give statistics on how levels are generated starting with

- number of rooms,
- types of rooms,
- decoration in a room (water, torch),
- distribution of traps,
- distribution of objects
- distribution of treasure
- distribution of monsters)

Section 4.3. Traps

Trap Facts:

- 1) Traps can affect both players and dungeon creatures.
- 2) Traps are hidden until the player steps on one or

until a monster steps on it when the monster is visible to the player (usually while in the same room).

3) A player avoids traps 47.5 percent of the time. (Unknown if a monster always set off traps ???).

While playing the game I've seen a monster chose to not step on a trap even though the trap is in the shortest path to the player.

4) A ring of free action allows the player to avoid all traps

5) A monter can be affected by a trap even when the monster is not visible to the player (i.e., in another room).

6) The number of traps per dungeon level is:

levels	minimum	maximum	formula used
1 - 10	1	2	1 + rnd(2)
11 - 20	1	5	1 + rnd(2) + rnd(4)
21+	1	8	1 + rnd(2) + rnd(4) + rnd(4)

NOTE: rnd(X) is calculated using "(rand() MOD X)" where rand() generates an integer random number

===

Traps are generated with equal frequency (1 out of 9 chance (11.1 percent) to generate each trap).

Trap Frequency	Trap Name	Basic Effect
11.1 percent	Bear trap	Stuck
11.1 percent	Flying spear	Damage
11.1 percent	Pendulum	Damage
11.1 percent	Poison needle	Poison
11.1 percent	Sleeping gas	Sleep
11.1 percent	Spider web	Stuck
11.1 percent	Strangle weed	Stuck and Damage
11.1 percent	Stun	Damage and one of (Confused, Sleep or Blind)
11.1 percent	Teleportation	Teleport to random location

Types of Traps

1) Bear trap:

Player:

- Effect: Player loses 1 to 6 hit points and becomes

stuck. See "Being Stuck" section below

Player stuck for 1 turn if wearing a ring of free action or 5 to 9 turns otherwise.

- Message: "A bear trap snaps shut on your foot!"
- Message when avoided: no message

Monster:

- Effect: Monster loses 1 to 6 hit points and becomes stuck. See "Being Stuck" section below
- Message: "A bear trap snaps shut on the MONSTER_NAME."

2) Flying spear: Has no effect when in a maze room.

Player:

- Effect: Same damage as being attacked with a spear. Damage is 0 to 4 points. Damage type for a spear is "2d3" which is a random number from 0 to 2 plus another random number from 0 to 2.
- Message: "A spear shoots out from a hole in the wall!"
- Message when avoided: no message

Monster: not affected by this trap

3) Pendulum:

Player:

- Effect: Player loses (5 + dungeon_level) to (9 + dungeon_level) hit points
- The percent chance to be damaged by this trap is given the table below.

experience level	Percent chance to be damaged
1	45.0
2	42.5
3	40.0
4	37.5
5	35.0
6	32.5
7	30.0
8	27.5
9	25.0
10	22.5
11	20.0
12	17.5
13	15.0

14		12.5
15		10.0
16		7.5
17		5.0
18		2.5
19+		0.0

- Message: "A huge sharp pendulum blade swings down from above..."

Monster:

- Effect: Monster loses (5 + `dungeon_level`) to (9 + `dungeon_level`) hit points
- Message: "A pendulum swings down and slices into the `MONSTER_NAME!`" (only if monster visible to player)

4) Poison needle:

Player:

- Effect: Player loses 5 to 9 hit points and strength.

Strength is not lost if player is wearing a ring of sustain strength.

There is a 50 percent chance that player strength will go down 1 point for 500 to 999 turns.

There is a 50 percent chance that strength will be down 2 points for 500 to 999 turns and then be down 1 point for an additional 500 to 999 turns.

It takes 500-999 turns to regain 1 strength point.

- Message: "Ouch! A poison needle stabbed you in the foot."
- Message when avoided: no message

Monster:

- Effect: Monster loses 5 to 9 hit points.
- Message: "A needle jabs the `MONSTER_NAME.`"

5) Sleeping gas:

Player:

- Effect: Player falls asleep for 5 to 9 turns
- Message: "A curious white mist encircles you...you fall asleep."
- Message when avoided: no message

Monster:

- Effect: Monster sleeping (for how long ???). Source

code looks like monster sleeps until woken
up by player)

- Message: "A faint white wisp of mist encircles the MONSTER_NAME."

6) Spider web:

Player:

- Effect: player cannot move. See "Being Stuck" section below
- Message: "You are caught in a sticky, strandy spider web!"
- Message when avoided by ring of free action:
"Wait! The web melts and you pass through it."

Monster:

- Effect: Monster cannot move. See "Being Stuck" section below
- Monster message if monster visible to player:
"The MONSTER_NAME gets caught in a spider web!"

7) Strangle weed:

NOTE: Each strangle weed trap will have treasure on top of it.

Player:

- Effect: Player becomes stuck and loses 1 hit point each turn. See "Being Stuck" section below
- Message: "A weed snakes out and wraps around your neck!"
- Message when avoided: no message
- Message when avoided by ring of free action: "You manage to slip from its grasp!"

Monster:

- Effect: Monster becomes stuck and loses 1 to 4 hit points. See "Being Stuck" section below
- Message: "A weed snakes out and wraps around the MONSTER_NAME!"

8) Stun:

Player:

- Effect: Player loses 1 to 5 hit points and one of the following

percent | effect

33.3	Confused for 10 to 19 turns if not already confused
33.3	Blind for 5 to 14 turns if not already confused
	"You can't see anything!"
33.3	Sleep for 5 to 9 turns if not already sleeping
	"You go unconscious!"

- Message: "<<ZZRRRRAAAPP>> An electric burning rips

through your body!"

- Message when avoided: no message

Monster:

- Effect: Monster loses 1 hit point and has a 50 percent chance to become stuck or 50 percent chance to become confused. See "Being Stuck" section below
- Message: "You hear a zapping sound." (Always printed even for monsters not visible to the player.)

9) Teleportation:

Player:

- Effect: Player teleported to a random square on the current dungeon level and is confused for 1 to 3 turns. (Need to verify if this includes being teleported into vaults.???)
- Message: no message

Monster:

- Effect: Monster teleported to a random square on the current dungeon level.
- Message: no message

Being Stuck:

- Player: Player has to try to move for 5 to 9 turns to escape the trap.
- Monster: If not on the sapphire level the monster has a 1 out of 7 chance (14 percent) to escape

If on the sapphire level, the monster will be stuck for 1 turn if it is already damaged or be stuck for 2 turns if it is not damaged when it becomes stuck.

Section 4.3 Objects

Dungeon objects fall into the two types: treasure and non-treasure.

The only unique object in the game is the sapphire. The goal of the game is to find the sapphire and return it to the surface (i.e., exit the dungeon with it). The sapphire is found on a level with only two objects: a key and the sapphire.

Treasure:

treasure	percent	
	chance	
----- ----- -----		
Platinum	8.3 percent	3 out of 36
Gold	30.6 percent	11 out of 36
Electum	30.6 percent	11 out of 36
Silver	30.6 percent	11 out of 36

The amount of treasure in each pile is given by the following table. There can be multiple piles of treasure on the same dungeon level.

dungeon level	treasure amount
----- -----	
1 to 3	1 to 52 pieces
4 to 7	1 to 102 pieces
8 to 11	1 to 152 pieces
12 to 15	1 to 202 pieces
16 to 19	1 to 252 pieces
20 to 23	1 to 302 pieces
25 to 27	1 to 352 pieces

Objects:

object	percent
type	chance
----- -----	
food	6 percent
potion	25 percent
scroll	25 percent
wand	4 percent
ring	3 percent
weapon	15 percent
armor	7 percent
shield	5 percent
key	3 percent
miscellaneous	4 percent
gem	3 percent

Distribution:

object	distribution	different
type		types
----- -----		
food	random	7

potion	* see below	20
scroll	* see below	21
wand	random	21
ring	random	25
weapon	* see below	14
armor		10
shield		4
key	random	4
miscleanous		8
gem	random	12

Potions:

percent | potion
chance |

----- -----
5 acid
5 blindness
5 confusion
5 delusion
5 extra healing
5 gain strength
5 haste self
* 7.5 healing
* 2.5 heroism
5 invisibility
5 levitation
5 magic detection
5 monster detection
5 paralysis
5 poison
* 2.5 raise level
* 7.5 restore strength
5 see invisible
5 self polymorph
5 thirst quenching

Potions of heroism and raise level are twice as hard to find.

Potions of healing and restore strength are twice as easy to find.

This may not be such a bad thing since drinking a potion of healing while your hit points are almost at maximum may raise your hit points by 2. See healing potion in potions section for details.

Also, since drinking a potion of restore strength while at maximum

strength points will raise the player's strength by 1 point 33 percent of the time.

Scrolls:

percent | scroll

chance |

-----|-----

4.28		aggravate monster
4.28		confuse monster
4.28		continual light
4.28		create monster
4.28		detect food
4.28		enchant armor
4.28		enchant weapon
4.28		galvanization
* 2.14		genocide
* 2.14		hold monster
* 11.42		identify
4.28		labyrinth
* 11.42		magic mapping
4.28		negation
4.28		object attraction
4.28		remove curse
4.28		restore charges
4.28		scare monster
4.28		sleep
4.28		teleportation
4.28		treasure finding

Weapons:

percent | weapon

chance |

-----|-----

6.6		arrow
6.6		long bow
6.6		crossbow bolt
6.6		crossbow
6.6		sling bullet
6.6		sling
* 10		dagger
6.6		dart
6.6		flail
6.6		hand axe
6.6		long sword

6.6 | mace
 6.6 | boulder
 6.6 | spear
 * 3.3 | two-handed sword

Weapons have the following enchantment percentage.

Damage:

percent	damage
chance	enchantment
-----	-----
2.8	-3
2.8	-2
2.8	-2
* 82.8	none
2.8	+1
2.8	+2
2.8	+3

To Hit Bonus:

percent	to hit bonus
chance	enchantment
-----	-----
3.5	-3
3.5	-2
3.5	-2
* 78.5	none
3.5	+1
3.5	+2
3.5	+3

Armor:

percent	armor
chance	
-----	-----
10	banded
10	chain
10	coconut
10	leather
* 15	padded
* 5	plate
10	ring
10	scale
10	splint

10 | studded leather

Shield:

percent | shield

chance |

-----|-----

25 | buckler

* 32.5 | medium shield

25 | great shield

* 12.5 | mithril shield

Miscellaneous:

percent | miscellaneous item

chance |

-----|-----

14.2 | compass of translocation

14.2 | cross

14.2 | mirror

14.2 | oil flask

14.2 | tinderbox

14.2 | vial of ethereal oil

14.2 | chime of opening

There are two types of rooms and each type of room has a different object and treasure generation method.

Normal Rooms:

Normal rooms have both treasure and non-treasure objects.

The following table gives the probability of the number of treasure items generated in that room.

number | percent

treasure | chance

items |

-----|-----

1 | 50 percent -> 1 out of 2

2 | 12.5 percent -> 1 out of 8

3 | 3.125 percent -> 1 out of 32

4 | 0.781 percent -> 1 out of 128

5 | 0.195 percent -> 1 out of 512

6 | 0.049 percent -> 1 out of 2048

7 | 0.012 percent -> 1 out of 8192

...

$$X \mid 1/2 * (1/4)^{(X-1)}$$

In addition to random treasure, each and every strangle weed trap will have treasure.

Non-Treasure objects are generated with the following percentages.

number	percent
non-treasure items	chance
1	40 percent -> 4 out of 10
2	5 percent -> 4 out of 80
3	0.625 percent -> 4 out of 640
4	0.078 percent -> 4 out of 5120
5	0.010 percent -> 4 out of 40960
6	0.001 percent -> 4 out of 327680

...

$$X \mid 4/10 * (1/8)^{(X-1)}$$

Treasure Trove Rooms:

Each square inside of a treasure trove room has a chance to have something.

type	percent chance
nothing	50 percent
object	25 percent
treasure	25 percent

The type of object or type of treasure are generated as described above.

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Section 4.3.1. Food

Food:

Types of Food:

The seven types of food and 1 food type potion are given in the table below.

	food units

food name	food units	if rotten (1/8th)	percent chance of being rotten
food ration	1400	175	20 percent
slime mold	1200	150	20 percent
beef jerky	1000	125	20 percent
moldy cheese wedge	800	100	20 percent
stale bread roll	600	75	20 percent
dried fruit	400	50	20 percent
mushroom	200	n/a	never rotten

potion of quench thirst* (sets food units to 1900. See potions section of FAQ)

Non-Mushrooms:

- The message "You still feel a little hungry." will be printed for non-mushrooms where the player has less than 200 food units remaining.

Mushrooms:

- A mushroom will set player food units to a minimum of 250 units
- A mushroom has one of the following effects.

percent | mushroom effect

25	no effect / does nothing
25	raise strength by 1
25	raise experience level by 1
16.67	heals player
5.55	heals player, raise strength by 1 (see note below)
2.78	heals player, raise strength by 1 (see note below), raise experience level by 1

Raising strength will increase maximum strength if needed

The 'F' (food) command will print out message telling how full you are.

Food units left | 'F' command message until hungry |

0 - 249	"You feel on the verge of hungry."
250 - 499	"You feel almost hungry."
500 - 749	"You feel not too hungry."
750 - 999	"You feel somewhat full."
1000 - 1249	"You feel full."

1250 - 1499 | "You feel rather full."
 1500 - 1749 | "You feel stuffed."
 1750 - 1999 | "You feel like you're just about to explode!"

Food facts:

- a) The player starts the game with 1000 food units.
- b) A potion of quench thirst sets food units to 1900 and stops the player from being hungry or fainting.
- c) A ring of sustinance will give a 33.3 percent chance of 1 extra food unit per turn
- d) Food units are decreased by 1 on each turn that does some action (e.g., moving, quaffing a potion, reading a scroll, etc.).
 Attempting to move into a wall, looking at inventory does not, etc., does not decrease food units.
- e) Eating food cures fainting.
- f) The maximum number of food units you can have is 2000. The message "You ate too much and vomited!" will be printed and the player will become hungry in 2 moves if he exceeds this 2000 food unit limit.
- g) The player has 100 turns after becoming hungry before fainting starts.
- h) Fainting from lack of food causes the player to sleep for 2 to 6 turns. The player will faint again in 1 to 19 turns.

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 Section 4.4. Potions

Drinking a potion causes:

- The player to gain 10 experience points
- Self identifying potions to become known to the player and visible via the 'a' command.
- Non-self identifying potions to prompt the user to call the potion a user entered name.
- Every potion can be thrown at (monsters ???) (???what are the effects, can it (e.g., acid) be thrown at other things??)

Potion:

 Acid:

- Effect: Player takes a random number of hit points damage from 0 to

even all of the player's current hit points. This can kill

a completely healed up player.

The source code comment is "/* damn, I'm mean */"

- Message: "YAAAAHH! The fluid burns your entrails!"

Blindness: (Self identifying)

- Effect: player blind for 400 to 799 turns
- Message: "A cloak of darkness falls around you!"

Confusion:

- Effect: player confused for 10 to 19 turns
- Message: no message

Delusion:

- Effect: Player hallucinates until he is cured.
He has a 1.33 percent chance to be cured each turn

(1/75).

- Message: "Everything seems so cosmic!"

Extra Healing:

- Effect: heals player, cures blindness, cures confusion
(More healing than a "Healing" potion)
- If player is healed above maximum hit points then maximum hit points is increased by 2.
Let $X = \text{random number } 0 \text{ to } (\text{max hit points} / 2)$
Heals " $(\text{max hit points} / 4) + 2X$ " hit points
- Message: "You feel much better."

Gain Strength:

- Effect: player gains gain 1 point of strength.
- This will raise strength if player is already at maximum strength
- Message: "Your muscles start growing before your very eyes!"

Haste Self: (Self identifying)

- Effect: speed up the player for 10 to 14 turns
- Message: "You feel yourself speeding up..."

Healing:

- Effect: heals player, cures blindness, cures confusion
(Less healing than an "Extra Healing" potion)
- If player is healed above maximum hit points then maximum hit points is increased by 2.
Let $X = \text{random number } 0 \text{ to } (\text{max hit points} / 4)$
Heals " $(\text{max hit points} / 4) + 2X$ " hit points
- Message: "You feel better."

Heroism:

- Effect: If player is level 16 or higher, it has no effect

If player is level 1 to 15, for 40 to 79 turns the player gains:

- temporary raised 3 experience levels
- temporary gains 30 hit points
- temporary maximum hit points increased by 30 hit points

If the player is level 1 to 15, the player will permanently gain 1 experience level if he drinks a second heroism potion while under the effect of a heroism potion. After permanently gaining the level, the temporary effects of heroism potion takes effect.

- Message: If there was no effect: "You feel zonked-out for a moment."

If there was an effect: "Wow! You feel extremely powerful!"

Invisibility: (Self identifying)

- Effect: player is invisible for 250 to 499 turns
- Message: no message

Levitation: (Self identifying)

- Effect: Player floats in the air for 100 to 149 turns.
There is a 50 percent chance that the player will take 1 to 4 hit points of damage when levitation ends.

- Message: "You slowly rise above the ground."

If player lands without being damaged: "You gently sink to the ground."

If player lands and is damaged: "You crash to the ground!"

Magic Detection: (Self identifying)

- Effect: Any magic items on the level will become visible
- Message: If magic items were made visible: "You sense the presence of magic!"

If there are no magic items on the level: "You feel a pull downward."

Monster Detection: (Self identifying)

- Effect: Any monsters on the level will become visible
- Message: If monsters were made visible: "You sense the monsters around you!"

If there are no magic items on the level: "You feel a

pull downward."

Paralysis: (Self identifying)

- Effect: player paralyzed for 10 to 14 turns
- Message: "Your feet are frozen to the ground!"

Poison: (Self identifying)

- Effect: If wearing a ring of sustain strength, nothing happens.
Otherwise, lose 1 or 2 strength points (permanently ??)
- Message: "Oh, yucko...poison!"
If not affected: "But you feel fine!"

Raiselevel: (Self identifying)

- Effect: Player gains 1 experience level.
- Message: "You feel more experienced!"

Restore Strength:

- Effect: If player is at maximum strength, player will gain 1 strength point 33.3 percent of the time.
If player is below maximum strength, it sets strength to maximum strength.
- Message: "You feel warm and tingly all over!"

Polymorph Self: (Self identifying)

- Effect: If player is not invisible, player becomes polymorphed into a monster for 50 to 99 turns.
If player is invisible, nothing happens.
- Message: If nothing happens because player is invisible: "It tastes yummy and magical, but nothing happens."

See Invisible:

- Effect: Player is cured of blindness and can see invisible monsters for 5000 turns.
- Message: "This tastes like fruit juice."

Quench Thirst:

- Effect: Player is cured of hunger and fainting and has food units set to 1900.
- Message: No message

Otherwise:

- Effect: None
(?? Is this a way to ignore unknown potion bugs???)
- Message: "quaff: Unknown potion!"

=====
Section 4.5. Scrolls

The player gains 10 experience points every time he reads a scroll.

Agravate Monsters:

- Effect: Wakes all sleep monsters and makes them aggravated
- Message: "You hear a high pitched shrieking sound."

Negation:

- Effect: Negates all active magic. Cures or stops all of the following:

- Confused monsters
- Confused player
- Blindness
- Player speed / player haste self
- Player Invisiblity
- Player heroism
- Player levitation

- Message: "This scroll appears to be blank."

Confuse Monster:

- Effect: Player will confuse any monster he hits with a hand to hand attack. (?? Need to verify that this is only for hand to hand attack and does not include missile weapons)

This ability lasts for 100 to 199 turns.

- Message: "Your hands begin to glow irridescntly."

Create Monster:

- Effect: If the player is not in a labyrinth level, it creates a random monster in a square adjacent to the player if there

is an empty square.

If the player is in a labyrinth level, no monster is created.

- Message: If a monster was created: "Fwwoooosh..."
- If a monster was not created: "Nothing happens."

Detect Food: (Self identifying)

- Effect: Makes all treasure visible to the player
- Message: If there was some food made visible: "You sniff the presence of food!"
If there was no food: "Your nose tingles."

Detect Treasure: (Self identifying)

- Effect: Makes all treasure visible to the player
- Message: If there was some treasure made visible: "You sense the presence of treasure!"
If there was no treasure: "You feel a pull downward."

Enchant Armor:

- Effect: Player can select a piece of armor to increase its armor class by 1.
A cursed piece of armor becomes uncursed.
The player's armor class is increased by 1 if he is wearing that armor.
- Message: "This is a scroll of enchant armor!"

Enchant Weapon:

- Effect: Player can select a weapon to increase damage or attack rating.
A cursed weapon becomes uncursed.
Wands and staves get a +1 to damage rating.
All other weapons have a 50 percent chance to get a +1 damage rating or a 50 percent chance to get a +1 to hit rating.
(??? needs to be verified - utilize())
- Message: "This is a scroll of enchant weapon!"

Galvanize:

- Effect: Player can protect 1 piece of armor from rust.
This has no effect on coconut, mithril, and padded armor.
 - Message: "You seem to see the image of a man with red hair."
"Wow! This is a scroll of galvanization!"
If the armor is not affected by galvanization: "Not much happens to it."
If the armor is galvanized: "Your ARMOR_NAME ARMOR_TYPE glows golden-red!"
-

Genocide:

- Effect: Player can kill all monsters of one type and no more monsters of that type will be generated on any new levels or as wandering monsters.
This does not work on red dragons. The player will become blind for 2 to 4 turns if genocide scroll used on red dragons.
 - Message: "Behold! You have been granted the boon of genocide!"
-

Hold Monster:

- Effect: None. It appears that this is a joke played at the player's expense because of the old hold monster trick (bug?)
in Rogue. Rogue is the original roguelike game. Is 'Tex' an abbreviation of the game author's last name?
 - Message: "You hear Tex's maniacal laughter in the distance."
-

Identify:

- Effect: Allows the player to identify 1 item
 - Message: "This is a scroll of identify!"
-

Labyrinth:

- Effect: Sends the player to a large 1 room labyrinth level (a big maze room). The player returns to the current level after finding the exit of the labyrinth.
(to do - fill out effects of labyrinths in the rooms section)
 - Message: (to do ???)
-

Light:

- Effect: If player is in a room, lights up current room and each monster in that room has a 25 percent chance to become confused.
Player has a 25 percent chance to be blinded for 2 to 3 turns.
 - Message: If player is not in a room: "There is a momentary bright flash."
-

Magic Mapping:

- Effect: Draws a map of the current level

- Message: "Oh! This has a map on it."

Object Attract:

- Effect: Teleports 3 to 5 objects on the current level to be in a square next to the player.
- Message: "You feel pulled in all directions!"

Remove Curse:

- Effect: Removes curse from any cursed object in use by the player.
- Message: "It feels like someone is helping you."

Restore Charges:

- Effect: Allows the player to add 2 to 6 charges to a wand or staff.
(??? needs to be verified - utilize())
- Message: "This is a scroll of restore charges!"

Scare Monster:

- Effect: All monsters within 7 rows or columns are scared of the player.
This is a box around the player and does not count diagonal distance as longer.
- Message: "There is dead silence momentarily."

Sleep:

- Effect: The player has a chance to avoid sleep based on player level.

Player is put to sleep for 10 to 14 turns based on the formula:

Player level <= (random number from 0 to 19)

player level | percent to go to sleep

1		90 percent
2		85 percent
3		80 percent
4		75 percent
5		70 percent
6		65 percent
7		60 percent

8		55 percent
9		50 percent
10		45 percent
11		40 percent
12		35 percent
13		30 percent
14		25 percent
15		20 percent
16		15 percent
17		10 percent
18		5 percent
19		never goes to sleep
20		never goes to sleep

-
- Message: "You are starting to feel very sleepy..."
 - If the player goes to sleep: "You fall asleep."
 - If the player does not go to sleep: "You manage to shake it off and remain awake."

Teleport:

- Effect: Teleports the player to a random dungeon location
Player becomes unstuck and is escapes any strangle weed trap he is in before the teleport.
You cannot be teleported into a treasure trove room.
- Message: no message

Default: (to handle unknown scroll errors)

- Effect: no effect
- Message: "readscrl: Unknown scroll!"

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Section 4.6. Rings

-
- Add Strength: (Self identifying)
Player's strength and maximum strength are increased
????

-
- Adornment: (Cursed)
Does nothing

-
- Aggravate Monster: (Cursed)

Wakes up all monsters on the level and makes the aggravated

- Decrease Damage: (Cursed)
 ????

- Decrease Hit Points: (Self identifying, cursed)
 Reduce player's hit points by (amt ?? need to verify the amount)
 This may kill the player.

- Dexterity:
 ????

- Fire Resistance:
 ????

- Free Action:
 ????

- Fumbling: (Cursed)
 ????

- Increase Damage:
 ????

- Increase Hit Points: (Self identifying)
 ????

- Magic Absorption:
 ????

- Protection: (Self identifying)
 Player's armor class is increased

- Randomness:
 ????

- Regeneration:
????

- Resurrection:
????

- Searching:
????

- See Invisible:
Player can see invisible monsters

- Stealth:
????

- Sustain Strength:
????

- Sustainance:
????

- Teleport: (Cursed)
Player teleports to a random location in 50 to 74 turns

- Vulnerability: (Self identifying, cursed)
Player's armor class is reduced

- Warmth:
????

- Weakness: (Self identifying, cursed)
Reduces player's strength and maximum strength

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Section 5. Mini-FAQ Version Information

v00.01 - November 12, 2005 - Initial version covering traps

v00.02 - November 14, 2005 - Food added, experience points, FAQ

message, etc.

v00.03 - November 16, 2005 - Added potions

v00.04 - November 17, 2005 - Added scrolls

v00.05 - November 25, 2005 - Added how dungeon items and treasure are generated

=== end of mini FAQ ===