

# Roguebot

A deck builder rogue-like dungeon crawler for the C64

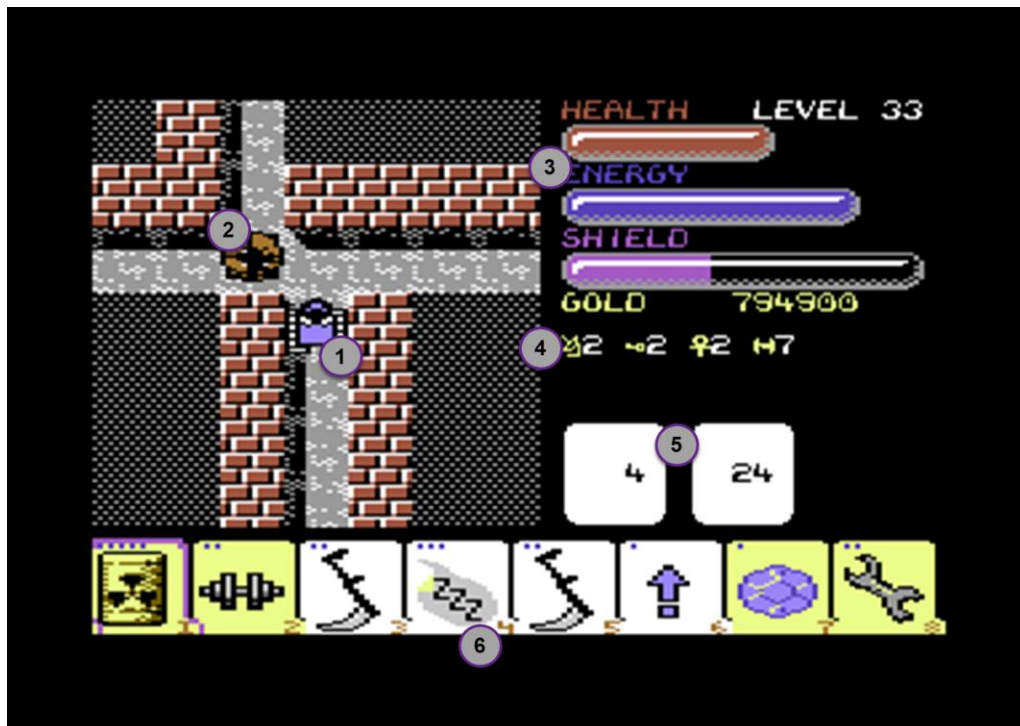
## How it came to be

In the early sixties, NASA scientists detected a strange celestial body, that was slowly heading towards Earth, and they calculated a certain impact 60 years into their future. Based on intercepted radio transmissions from this asteroid-like body, they determined, that it was purposely guided. To avoid global panic, they decided to keep this find secret but to send an armed robot to intercept the body and exterminate the evil entities on board, smirkingly called the seven wizards.

Now over 60 years later, the probe with the robot has landed on the asteroid, but there is not a single scientist alive from the original crew. Scattered documents found in a mouldy box in a NASA basement is all that is left. Apparently, the robot has to be controlled using punch cards, and due to the asteroid's rotation, there is only a small period of for sending the list of punch cards to execute during the next rotation.

## Screen Layout

The screen is composed of three main regions, a display of the current position of the robot and potential enemies in the upper left, a status display in the upper right and a selection of cards to select from in the bottom.



- 1.) Robot under your control
- 2.) Enemy waiting to attack
- 3.) Status gauges with

- a. Current Level in the series of dungeons
  - b. Health left in your bot, replenish with potion or wrench
  - c. Energy still available for current move
  - d. Shield accumulated
  - e. Gold in your trunk
- 4.) Devices equipped
  - 5.) Draw and discard pile for your deck
  - 6.) Cards in your hand

## Modus Operandi











The robot is controlled in rounds. Each round starts with a set of cards dealt from the draw pile. You can then select the order of the cards to play. Each card requires a certain amount of energy, indicated by the number of dots at the top of the card. The cards can be selected with the numeric keys or the joystick control left, right and bottom. The selection is completed by pressing the space bar and pushing the joystick up.

Then the robot executes the cards in order, moving accordingly. Then the enemies move. Finally the cards are placed in the discard pile. If the draw pile becomes empty, the discard pile is reshuffled and placed in the draw pile.

The shield protects your robot from most enemy attacks. It degrades between moves, so you have to keep replenishing it with shield cards.

## Devices to Equip your Robot with

Some cards allow you to equip your robot with additional devices. You can stack up to nine devices of each type in your setup. Some devices are single-use or may be reduced each round.

Device	Function
	<b>Snooze</b> , send your enemies to sleep. Reduced every round.
	<b>Thorns</b> , reflect damage to the attacker. Reduced every round.
	<b>Radar</b> , shows enemies on the map. Single-use.
	<b>Keys</b> , open doors. Single-use.
	<b>Fold</b> , reshuffle fresh cards into your hand. Single-use.
	<b>Torch</b> , light up dark dungeons. Reduces every other round.
	<b>Flash</b> , damage nearby enemies. Reduced every round.
	<b>Magnet</b> , attracts enemies in sight. Reduced every round.
	<b>Ankh</b> , instant revival, auto-used when killed by an enemy. Single-use.
	<b>Barbells</b> , training increases your attack and defence strength. Reduced every round and on every attack

## Keyboard Control

- **Numeric Keys:** Select/Deselect card
- **Cursor Keys:** Navigate Menus/Map
- **Space:** Complete move
- **M:** Display map
- **C:** Reshuffle cards, when reshuffle present
- **Stop:** Main menu



## Joystick Control

- **Left/Right:** move cursor on cards
- **Button:** Select/Deselect card
- **Up:** Complete move
- **Down + Button:** Display Map
- **Down + Left + Button:** Main Menu
- **Down + Right + Button:** Reshuffle cards

## Cards

Your robot starts with a basic set of cards in its deck. Every time you kill an enemy or open a chest, you have the option of adding another card to your deck and increasing your robots options. While tempting, it may not be the best strategy to blow up your deck until it runs as sluggish as Windows Me. Each card in your deck reduces the turnaround time of your deck, increasing the number of moves it takes for an important or powerful card to resurface in your hand.

There are more than 50 different cards, here is a selection of some of the cards you will encounter:

Card	Function	Card	Function
	Rotate 90 degrees left		Rotate 90 degrees right
	Advance one field forward		Advance two fields forward
	Advance until blocked		Retreat one field back
	Potion refills health, single-use		Increase health bar, single use
	Play the next card twice		Keep the next card forever and autoplay it every move, single-use
	Increase shield		Increase shield bar, single-use
	Keep card in the deck for next move		Keep card in the deck until used
	Attack enemy in front or at sides		Attack all nearby enemies
	Shoot at the enemy directly in front		Remove the next card from your deck

## Levels and Save

The game consists of 41 levels. The first level is always the same, all other levels are random generated. The game will auto-save to floppy at each level progression. This save includes the seed for the level, so you can retry the same level over and over.

## Strategy and Hints

Here is a small collection of deck-building strategies that turned out well during testing:

- Trim your deck, discard old weapons and cards you rarely use
- Keep the amount of movement cards at about 50%, you might turn out to be a sitting duck otherwise
- The paperclip is quite helpful for preloading weapons or when two cards need to be combined in one hand
- The 2x card can be combined with stats-increasing cards to level up faster
- Automation with the cogwheel is more important in the second half of the game
- You get full health at each level start, so use your potions wisely
- The strength-increasing cards such as the barbell are crucial for success in the end game
- Try new cards at the beginning of the next level, so you can restart the level if the outcome is not as expected
- The map card is even more useful in dark levels