START



ROGUELIKES

DELVE INTO AN ADVENTURE, AND LEARN ABOUT THE GENEALOGY ROGUELIKES, AND HOW THEIR MECHANICS AFFECT GAMES TODAY.



Quest: Learn about Rogue

You've probably seen or heard of the terms: roguelike, or roguelite thrown around in video games, where did they come from, what do they mean? And how do they differ?

Reward: 1

YES / NO

Lore:

Everything started from **Rogue**[1]... Set in a high fantasy environment, with it's key characteristics' being a turnbased[2] dungeon-crawler[3] with procederally[4] generated levels and rooms, while also featuring perma death[5] mechanics, represented in ASCII[6]-

SLOW DOWN OLD MAN!

Ah, got a bit carried away with me fancy words there, didn't I? From now on, I'll talk plain and simple. But if I gotta use some fancy terms or Quote from some stranger ya might not know, don't fret. I'll have a Glossary with a little number of the word at the back to help ya out.

Alright, so listen up. Rogue was a game that did things different, ya see? It had this special way of playing that nobody had seen before. And because of that, lotsa other games started copyin' its style. They called 'em Roguelikes. These games, they took after Rogue, keepin' a most've its special stuff I said before.

But as time went on, game makers got creative. They mixed in all sorts of other stuff, like in Diablo[7], they added things like playin' against other folks (that's what we call PVP). An' took away some of the tougher bits, like permadeath and turn-based fights. So now, we got a new name for 'em: Roguelites. They're kinda like Rogue, but with a twist.

? Wait, so you're telling me Hades[8] isn't a Roguelike? ?

Like vs Lite

Y'see, when it comes to games like Hades, Binding of Isaac[9], and even that new one, Balatro[10], they ain't exactly Roguelikes, not by the book, anyways. They're Roguelites, blendin' Rogue's essence with a whole heap of other flavors to cook up somethin' new and exciting.

See, some folks might use the terms interchangeably, not realizin' there's a distinction. They might call a game a Roguelike when it's really more of a Roguelite, or vice versa. It's like mixin' up your potions in the heat of battle - things can get a bit messy.

So, next time ya hear someone talkin' about Roguelikes or Roguelites, remember there's a fine line between 'em. Best not to get 'em mixed up like a bag o' marbles, eh?



Sure, but it's still a bit confusing

Bet it sure is, if yer wanna know more, best to do some research ye'self. There were a bunch o' folks that really wanted get it down to the technical levels, an' did a whole talk of somethin' called the Berlin Interpretation[11]. It was like a whisper in the wind, carryin' knowledge of what made a true Roguelike game.

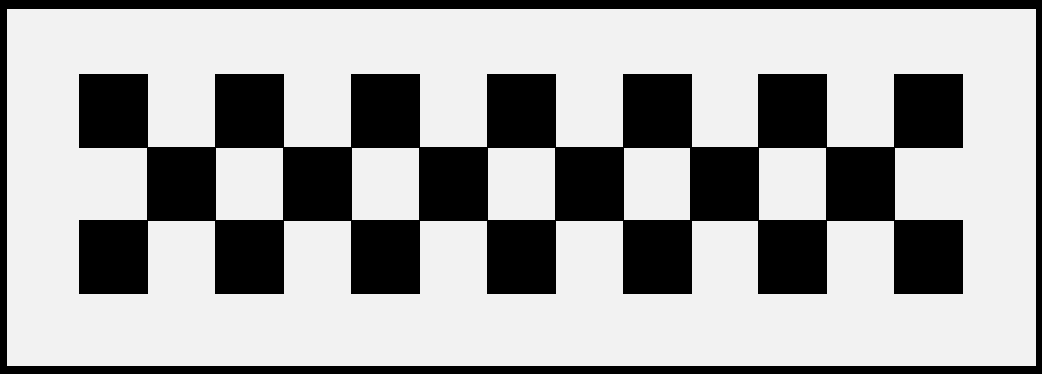
But, in a nutshell, Roguelikes stick close to Rogue's roots, while Roguelites branch out and try new things. Both got their charms, just depends on what kinda adventure ya lookin' for.

GAME OVER



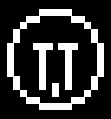


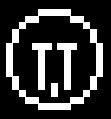


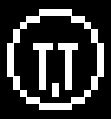


Looks like ya've lost all yer progress and have to start ye adventure again ay? A lil' bit frustrated arentcha? Thats the true essence of a roguelike adventure, "When playing a game, yer gotta be open to accepting a different world's rules, challenges, overcome failures, while working towards a set goal[12]." Blame it on lady luck if ya want, and don't feel too bad about dyin', it's part of the journey that's all.

But what I'm I suppose to learn if the levels are all randomly generated? I won't know where all the traps and monsters are even If I go back down again!







Ah, the nature of procedurally generated worlds! Picture this: the caves, the monsters, the very lay of the land, and even the treasures you come across, all of it shaped by chance.

But I reckon I see your concern, friend. Venturing into the unknown can be a daunting task, especially when everything and its cousin down there is out for your hide!

Now, take a gander at this. Ever heard tell of Minecraft[13]? Aye, that's the one where "endless caverns stretch below, teeming with creatures that'd give even the bravest adventurer pause, and treasures beyond imagining just waiting to be unearthed[14]!" It's a wild ride, no doubt about it!

Everyone knows Minecraft, get to the point old man!

Easy there, friend. What I'm gettin' at is Minecraft, it's got a bit of that Roguelike spirit, don't it? With its random worlds and all. When you die or start afresh, you don't carry your loot along for the ride.

But what you do hold onto is somethin' far more valuable: knowledge. Knowledge of the lay of the land, the creatures that roam it, the strength of your gear, and how to navigate the challenges ahead. Just like in a Roguelike, "every choice you make shapes your journey. So, it's not just about what you find, but what you learn along the way, makin' each step forward a bit more informed than the last [15]."

I reckon ye deserve it, here, take this key, an open that chest over there, should give ya a nice suprise making yer way down bit easier.

Quest Complete!

Dungeon Cleared!

Ah, victory's sweet, ain't it? But let me tell ya, it's the journey that makes it truly satisfying. After all, what's the worth of a triumph if it comes easy as pie on your first go?

The real thrill is in the struggle, in the setbacks and the close calls. It's pickin' yourself up after each stumble, learnin' from your mistakes, and pressin' on despite the odds. "That's what makes the final victory taste so darn sweet, knowin' you earned it through grit and determination."

Now that you're steeped in the lore of Rogue and Roguelike mechanics, you'll begin to notice hints of their influence cropping up in all manner of game genres. I'll give ya a couple recommendations as to where your next roguelike adventure lies!

Faster Than Light 2012 Subset Games. It's a mix of real-time strategy and army management, all set in a sprawling sci-fi galaxy. Players love it for its thrilling space battles and strategic challenges.

"And then, one glorious day, after so much blood, sweat, and tears, I destroyed the rebel flagship and won the game... That was 40 hours in... I'm 450 hours in, and still banging out a game every week or two[16]

Risk of Rain 2 2019 Hopoo Games. It's like diving into a whirlwind of action-packed chaos set on alien planets. Imagine a blend of intense shooting and survival gameplay,

"It's never the same, so you're always chasing that next perfect run![17]"

Caves of Qud 2015 Freehold Games. More of an old-school roguelike set in a world filled with mutants, ruins, and mysteries. Explore the depths, face dangers, and uncover secrets in this post-apocalyptic tale.

References

References

12
Page 6, Original Quote:

"When playing a game, people enter a state where they must be open to accepting a role, a different world's rules, and the challenges that come with overcoming failures while working towards set goals"

Fail and Retry: How Challenge Design in Platformer Games Relates to Player Experience and Traits

Marjorie Ann Mongado Cuerdo, June 2022

14
Page 970, 976, Original Quotes:

"Minecraft, like Rogue, focuses more on interactivity, puzzle solving, and replay."

"Minecraft generates massive subterranean cave systems filled with hostile monsters and treasure."

Computerized Dungeons and Randomly Generated Worlds: From Rogue to Minecraft [Scanning Our Past]

Nathan Brewer, 24 April 2017

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Page 32, Original Quote:

"Roguelike players cannot merely memorize levels like they do in most games (jump here, dodge there, mind that hazard!). Instead, skills developed on one run should help make the next run better."

Press A to Retry: Teaching and Motivating Players Through Failure in Difficult Games

Anthony Bushner, Purdue University, August 2015

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Page 38-39
Roguelife: Digital Death in Videogames and Its Design Consequences
James Bowie Wilson, JUNE 2019

Other References
Roguelike Games - The way we play
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Glossary

1. Rogue - Released in 1980, inspired by Dungeons and Dragons.

2. Turn-Based - The player takes turns meaning enemies will react to the player's movement. In Rogue, both the player and the enemies takes action during the same instance.

3. Dungeon-Crawler - A fantasy role-playing setting in which players navigate a labyrinth environment called a 'dungeon.'

4. Procedural Generation - When content in a game, like levels or maps, is created automatically by the game's algorithms instead of being placed by hand.

5. Perma Death - When your character dies in the game, they stay dead permanently, and you have to start over from the beginning.

6. ASCII - American Standard Code for Information Interchange. In gaming, ASCII refers to using characters from the ASCII character set. Early internet users used ASCII to generate art and images.

7. Diablo - Released in 1996 A popular dark fantasy game where players explore dungeons, fight monsters, and collect loot. The game is known for its random items and challenging bosses.

8. Hades - Released in 2020. You play as the son of Hades named Zagreus trying to escape from the Greek underworld. It's like a maze where you fight monsters and get stronger each time you play.

9. Binding of Isaac - Released in 2011. You play as a boy named Isaac trying to escape from his mom, fighting monsters with tears and trying to stay alive.

10. Balatro - A poker-inspired roguelike deck builder all about creating powerful synergies and winning big, contains many card game elements such as tarots cards and even boosterpacks.

11. Berlin Interpretation - a set of guidelines used to define what constitutes a Roguelike game. It outlines key features to help differentiate traditional Roguelike games from other genres, ensuring a common understanding within the gaming community.

13. Minecraft - Released in 2011, You know what minecraft is...

Congrats on making it all they way to the end, as a reward, I'll share with a little secret only true Roguelike Connoisseurs will know. Rogue actually wasn't the original game that had all it's innovative features, Beneath Apple Manor a game released 2 years prior in 1978 actually had almost the same mechanics. Even before that, a Star Trek fan game in 1971 also featured procedural maps and permadeath. Rogue was simply more popular and left it's legacy.

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