Welcome to NetHack!

After the Creation, the cruel god Moloch rebelled against the authority of Marduk the Creator. Moloch stole from Marduk the most powerful of all the artifacts of the gods, the Amulet of Yendor, and he hid it in the dark cavities of Gehennom, the Under World, where he now lurks, and bides his time.

You enter what seems to be an older, more primitive world.
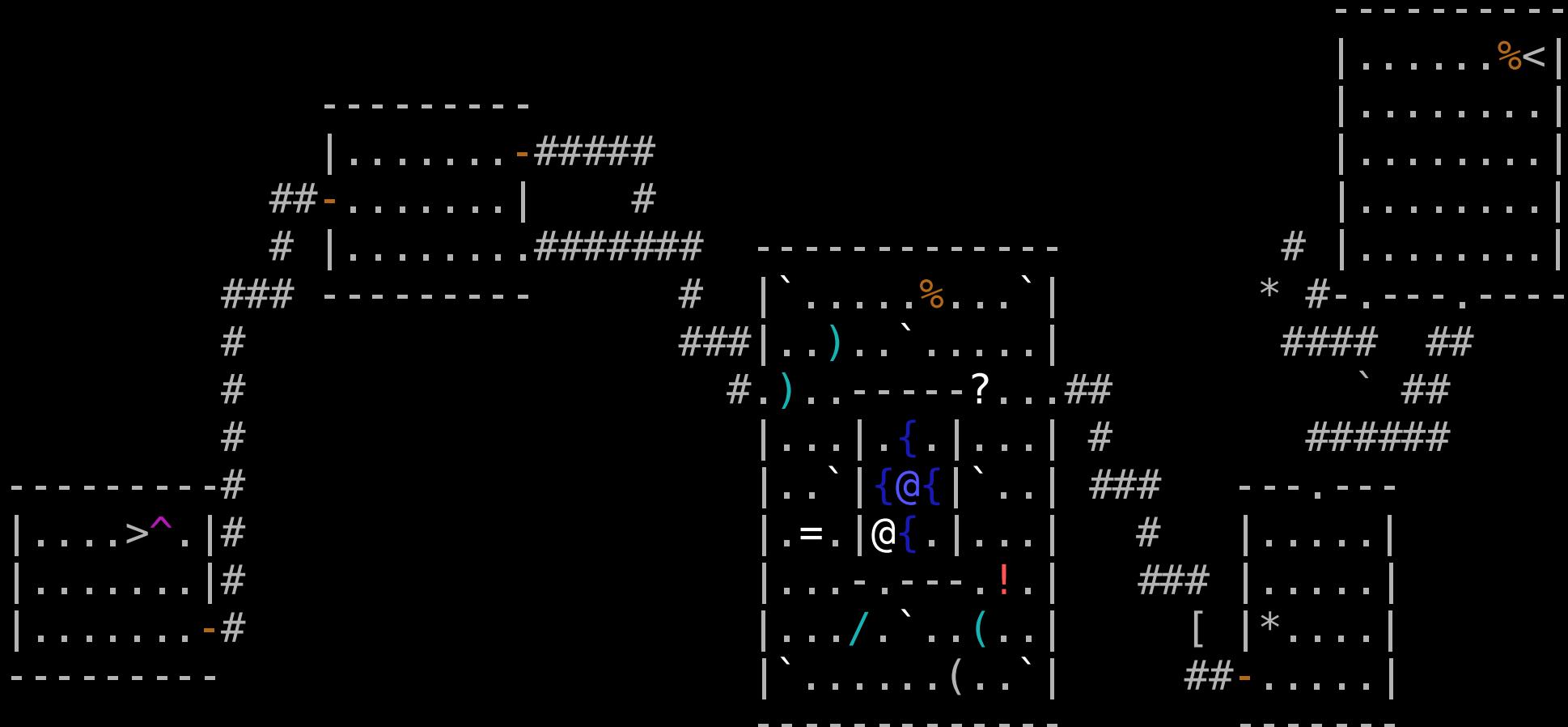
Solitaire

- Graphical
- Drag & Drop
- Easy, but simplistic

NetHack

- Textual
- Obscure commands
- Difficult, but rich

- Single player
- Time-insensitive
- Randomized
- Capable of wasting vast amounts of time

"Got a question? Try rec.games.roguelike.nethack."

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Rodney the Thaumaturge   St:12 Dx:11 Co:13 In:18 Wi:13 Ch:9 Chaotic
Dlvl:5 $:450 HP:39(39) Pw:85(85) AC:6 Exp:7

NetHack, Copyright 1985-2003
   By Stichting Mathematisch Centrum and M. Stephenson.
    See license for details.


Restoring save file...
Hello Rodney, the elven Wizard, welcome back to NetHack!
True to her word, the Oracle casually says:
"They say that the idea of invisible Nazguls has a certain ring to it."

Rodney the Thaumaturge
The Dungeons of Doom, level 5

Hit Points	39	Max HP	39	
Armor Class	6	Alignment	Chaotic	
Gold	450			
Level	7			
Power	85	Max Power	85	

Strength	12
Dexterity	11
Constitution	13
Intelligence	18
Wisdom	13
Charisma	9

Restoring save file...

Hello Rodney, the elven Wizard, welcome back to NetHack!

Talk to whom? (in what direction)

"Wilt thou settle for a minor consultation?" (50 zorkmids) [ynq] (q)

True to her word, the Oracle casually says:

"They say that you are what you eat."

Rodney the Thaumaturge
The Dungeons of Doom, level 5

STR:12   DEX:11   CON:13   INT:18   WIS:13   CHA:9
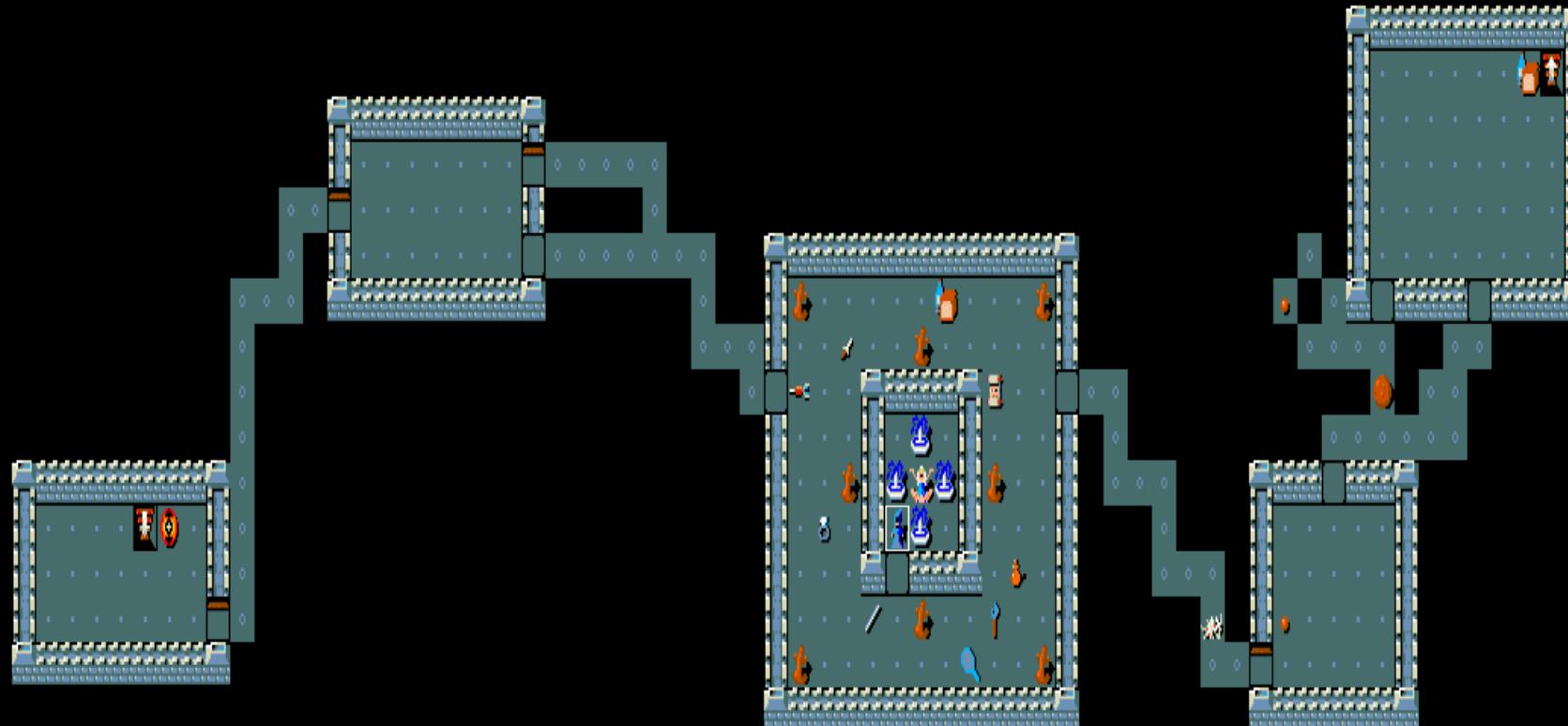
Au:450   HP:39/39   Pow:85/85   AC:6   Level:7

Chaotic

Hello Rodney, the elven Wizard, welcome back to NetHack!
True to her word, the Oracle says:
"Read the manual before entering the cave -- you might get killed otherwise."

peaceful Oracle [seen: normal vision, infravision]

Rodney the Thaumaturge   Exp:7   Chaotic
St:12   In:18 HP:39(39) Dlvl:5
Dx:11   Wi:13 Pw:85(85) $:450
Co:13   Ch:9   AC:6
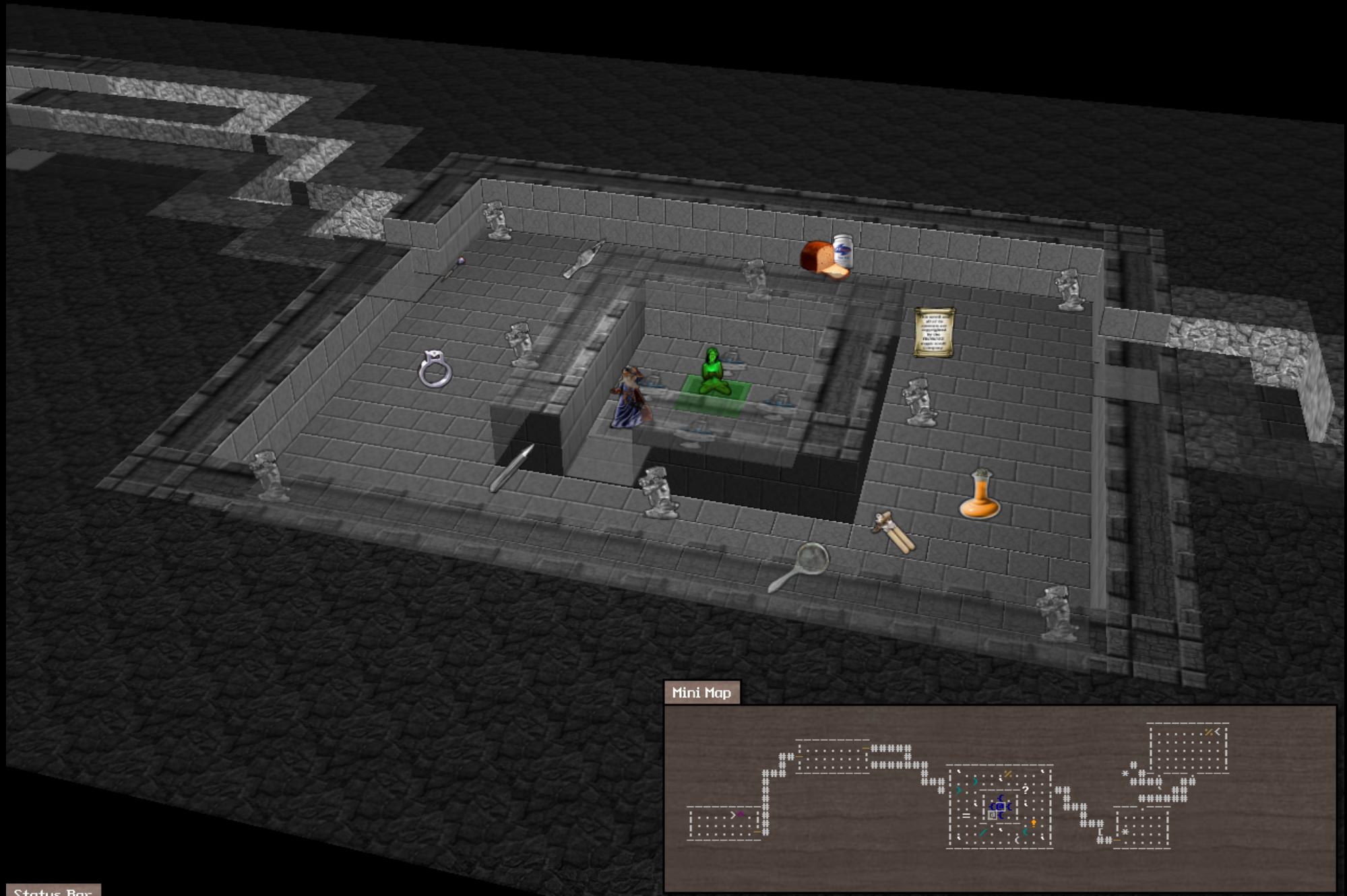
Restoring save file...
Hello Rodney, the elven Wizard, welcome back to NetHack!
True to her word, the Oracle offhandedly says:
"Got a question? Try rec.games.roguelike.nethack."

Options

Mini Map

Status Bar

Rodney the Thaumaturge   St:12 Dx:11 Co:13 In:18 Wi:13 Ch:9 Chaotic
Dlvl:5 $:450 HP:39(39) Pw:85(85) AC:6 Exp:7

File   Map   Windows Settings   Help

You hear a nearby zap. The watchman zaps an iridium wand! Boing! You hear some noises in the distance.
To what position do you want to be teleported? (For instructions type a ?)
"Hello, wizard! Welcome to Izchak's lighting store!" "For you, good lady; only 20 for this candle." You have a little trouble lifting s - a candle (unpaid, 20 zorkmids).
You feel hungry.

Weapons
a / a blessed +1 quarterstaff (weapon in hands)
Armor
b ▲ a blessed +0 cloak of magic resistance (being worn)
o ▩ a splint mail
q ▲ a hooded cloak
r ▦ a pair of hard shoes
Comestibles
p ▣ a partly eaten food ration
Scrolls
i ▩ a blessed scroll of identify
j ▩ an uncursed scroll of confuse monster
k ▩ an uncursed scroll of teleportation
Spellbooks
l ▩ a blessed spellbook of force bolt
m ▩ an uncursed spellbook of clairvoyance
Potions
f ▲ an uncursed potion of booze
g ▲ an uncursed potion of paralysis
h ▲ a blessed potion of gain ability
Rings
d ○ an uncursed +1 ring of gain strength
e ⊙ a blessed +1 ring of gain constitution
Wands
c / a wand of secret door detection (0:15)
Tools
n ▭ an uncursed blindfold

OK   Cancel

Wizard the Thaumaturge   St:8 Dx:18 Co:15 In:16 Wi:11 Ch:5   Chaotic
Dlvl:8 $:24 HP:33(64) Pw:0(49) AC:9 Exp:8 T:167 Hungry   Burdened

You have a feeling of inadequacy.

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Hit Points

Magic Power

Armor Class

Experience

Intrinsics

Effects

Luck

You don't feel like yourself.

Easier

Barbarian
Samurai
Valkyrie
Rogue
Priest(ess)
Monk

WIZARD?

Harder

Cave(wo)man
Knight
Ranger
Archaeologist
Healer
Tourist

You realize that the gods are not like you and I.

Quetzalcoatl	Camaxtli	Huhetotl
Mitra	Crom	Set
Anu	Ishtar	Anshar
Athena	Hermes	Poseidon
Lugh	Brigit	Manannan Mac Lir
Shan Lai Ching	Chih Sung-tzu	Huan Ti
Mercury	Venus	Mars
Issek	Mog	Kos
Amaterasu Omikami	Raijin	Susanowo
Blind Io	The Lady	Offler
Tyr	Odin	Loki
Ptah	Thoth	Anhur

The Dungeons of Doom, level 1
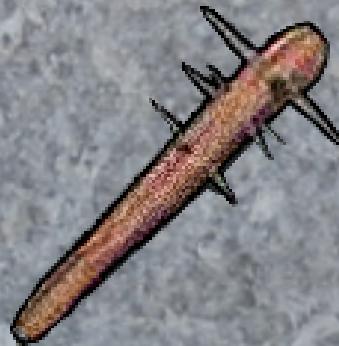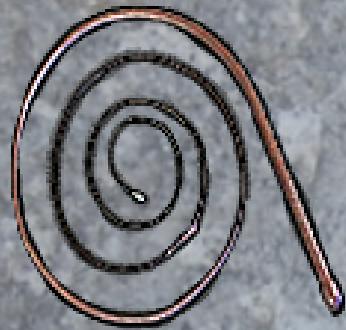
You feel you could be more dangerous!

You feel a lack of something.

This Space
Intentionally
Left Blank

You are getting the munchies.

You feel like someone is helping you.

You feel threatened.

Elbereth

That was a very educational experience.

Read the Guidebook!

Use the in-game help

Explore Mode

Consult the Oracle

Spoilers...

Welcome to NetHack!

After the Creation, the cruel god Moloch rebelled against the authority of Marduk the Creator. Moloch stole from Marduk the most powerful of all the artifacts of the gods, the Amulet of Yendor, and he hid it in the dark cavities of Gehennom, the Under World, where he now lurks, and bides his time.

- Nethack is:
  - Adventure / Dungeon-crawl
  - In spirit of Dungeons & Dragons™

You enter what seems to be an older, more primitive world.

Solitaire
- Graphical
- Drag & Drop
- Easy, but simplistic

NetHack
- Textual
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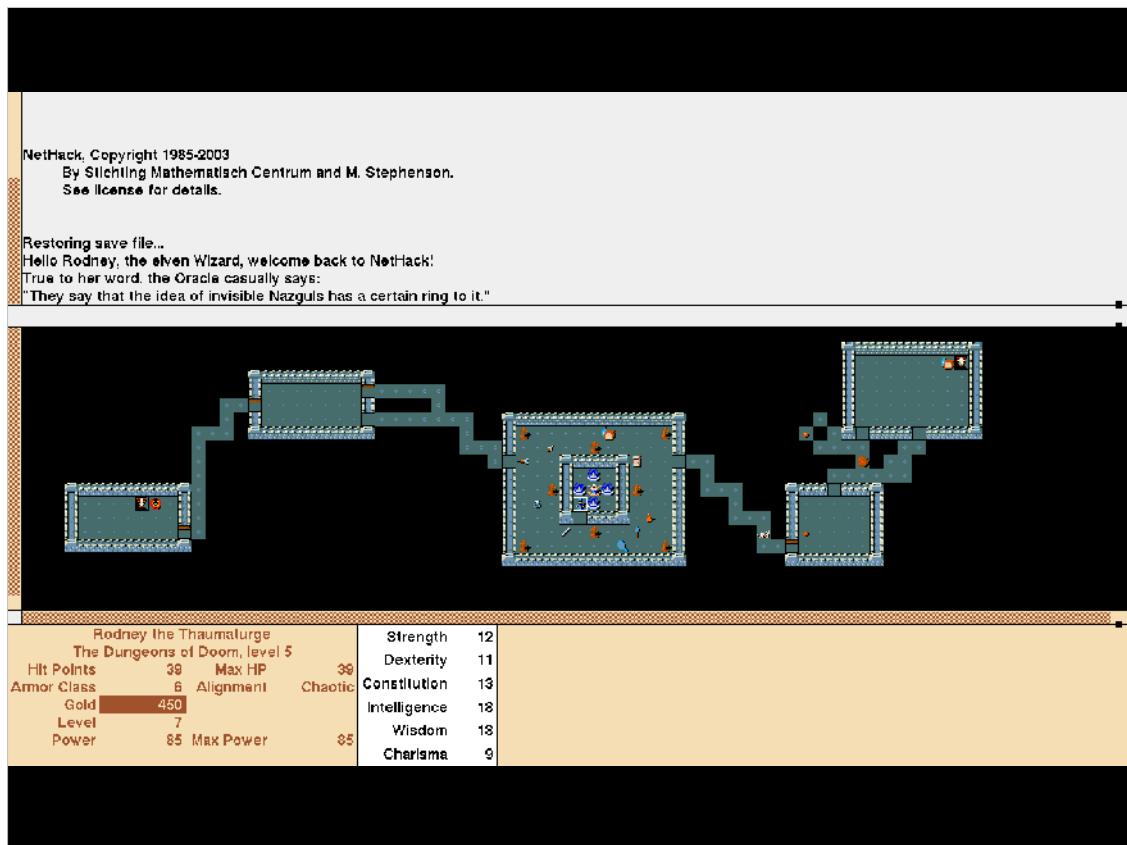
- But first, the most popular game in the world: solitaire
  - In a sense, NetHack is solitaire with the soul of UNIX
- Differences
  - Solitaire is graphical; NetHack is fundamentally textual
  - Solitaire is entirely of drag & drop; Nethack requires player to enter many obscure commands
  - Solitaire requires almost no skill or thought to win, is very repetitive; NetHack demands skill & thought, is easy to lose & incredibly hard to win, is much deeper & richer
- Similarities
  - Single player
  - Don't have time constraint, can be put aside & resumed
    - Perfect for playing while doing something else
  - Random generation to provide near-infinite replay
  - Can waste vast amounts of otherwise useful time
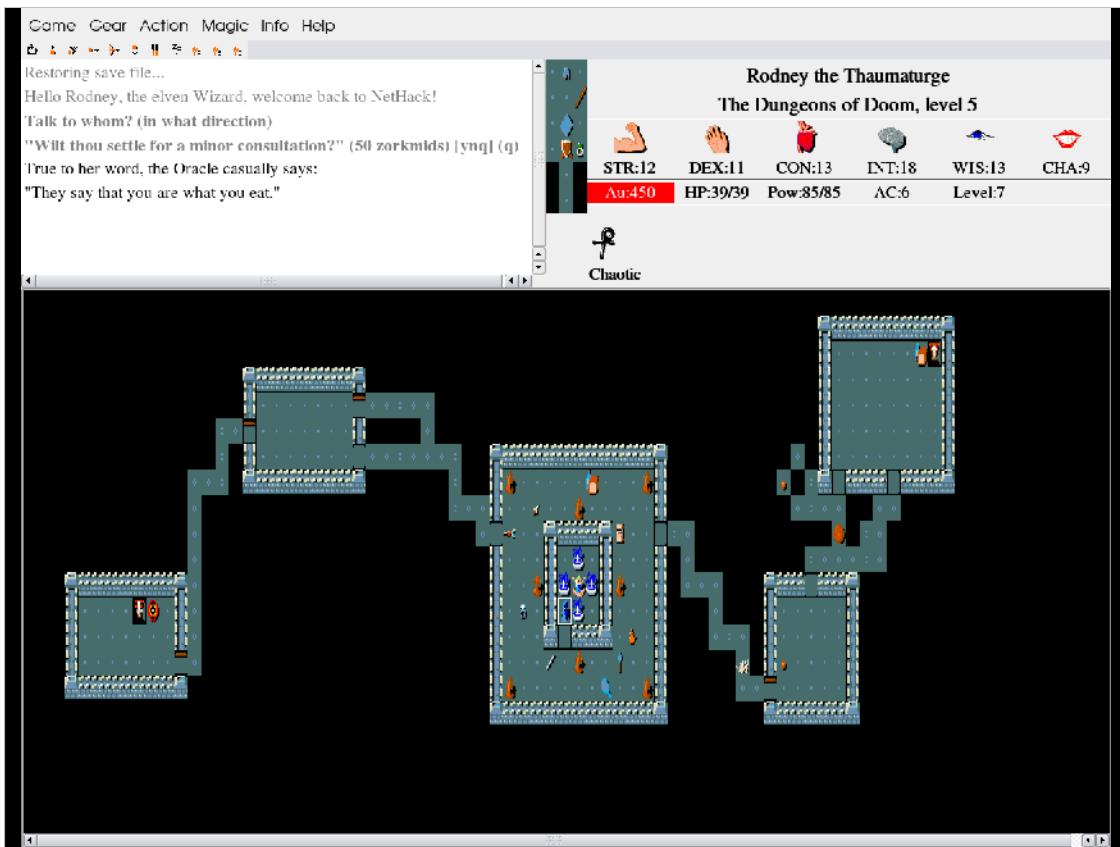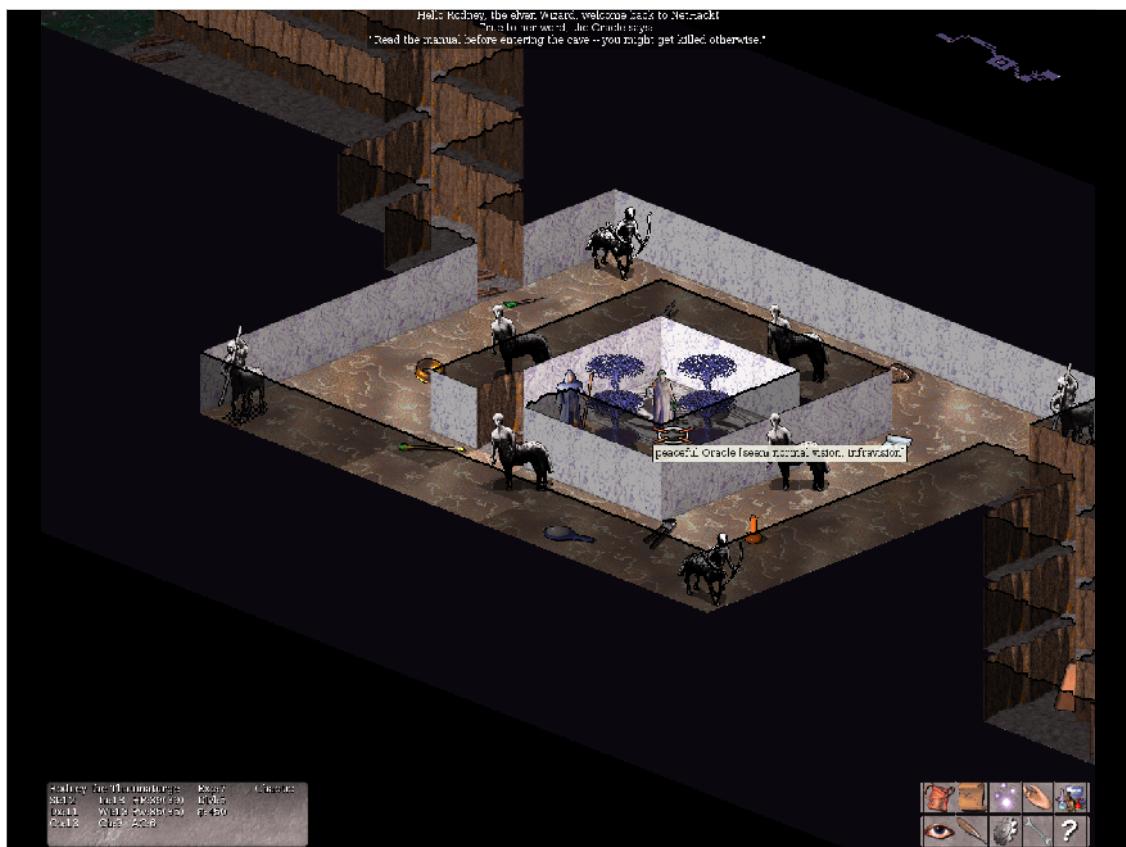
- Originally & still primarily played on console
  - Can be played over SSH from anywhere!
  - Can be played without proprietary drivers!

- In UNIX tradition, various GUIs built on top
  - Use graphical tiles instead of text
- X11 frontend
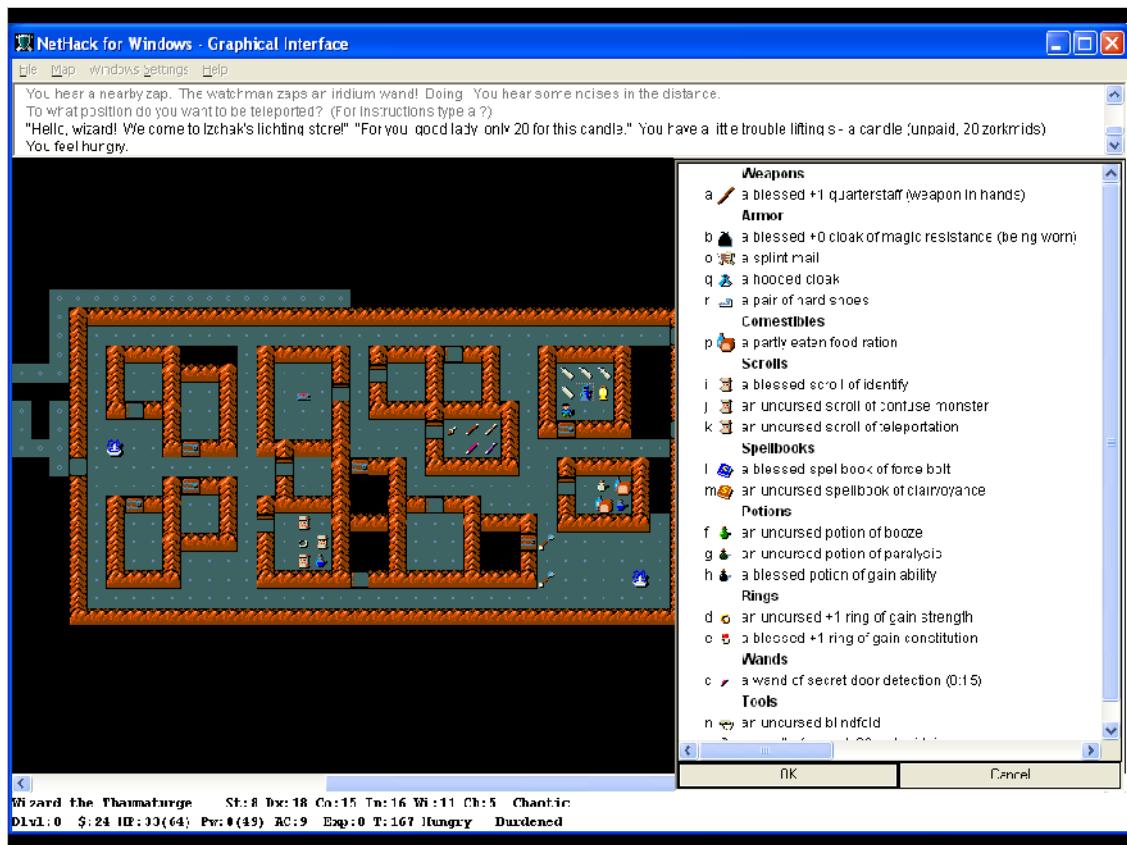
- Somewhat nicer Qt frontend
- Similar GNOME (not just GTK) frontend
  - Seems broken & unmaintained?

- Vulture's Eye
  - Much-improved version of long-dead Falcon's Eye frontend
  - 2½ dimensional, isometric perspective
  - Probably best way for beginners to play
    - Easy to see what's going on
    - Point & click

- noeGNUd
  - OpenGL GUI, by creator of Vulture's Eye

- Native ports for DOS, Windows, Mac, and many others

You have a feeling of inadequacy.

Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma

Hit Points
Magic Power
Armor Class
Experience
Intrinsics
Effects
Luck

- Before play begins, you must make a character
- Stats are physical attributes (strength & smarts)
  - Can be exercised and abused
    - May increase/decrease stats over time
- HP determine amount of damage received before dieing
- Magic Power determines how many spells can be cast
- AC represents degree of protection, lower is better
- Experience is gained by defeating monsters
  - If you gain enough experience, you'll go up a level
    - Higher level characters are more powerful
- Intrinsics are special properties of your character
  - mostly good: poison resistance, stealth, telepathy, etc
  - Sometimes bad: lycanthropy, aggrevate monster, etc.
- Effects
  - mostly bad: blindness, paralysis, hallucination, etc
- Luck isn't visible, but affects all sorts of things
  - Can be influenced by your actions (loading the dice)
    - Be superstitious!

You don't feel like yourself.

Easier
Barbarian
Samurai
Valkyrie
Rogue
Priest(ess)
Monk

WIZARD?

Harder
Cave(wo)man
Knight
Ranger
Archaeologist
Healer
Tourist
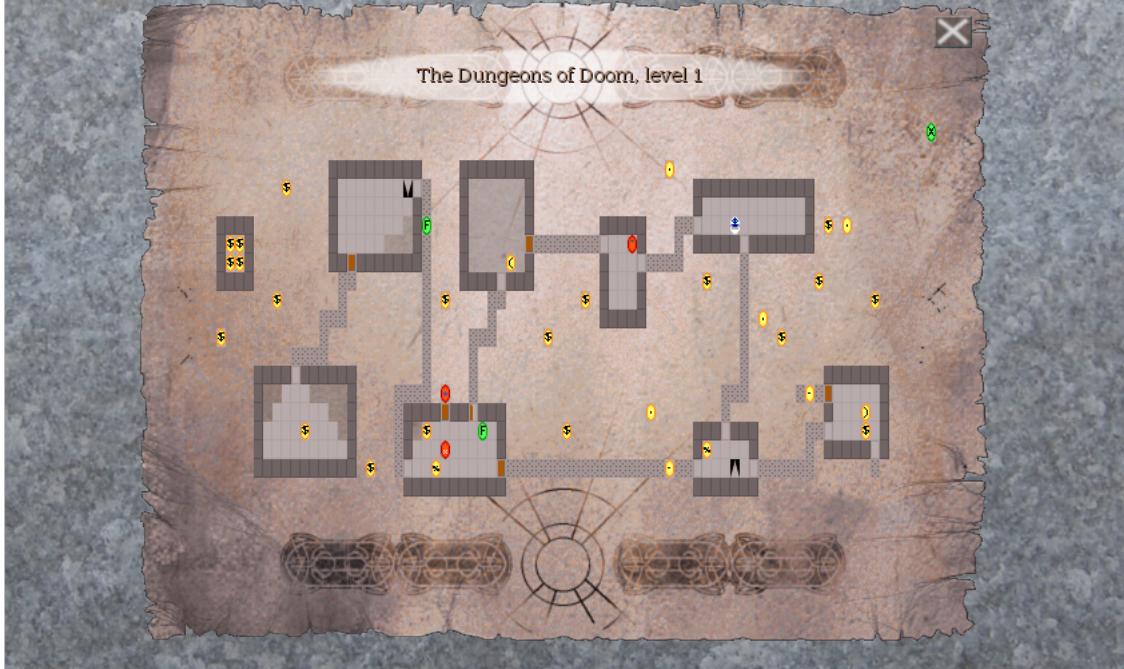
- Race determines starting intrinsics, maximum stats, etc.
  - Ex: Orcs have fewer moral restraints
  - Ex: Humans can't see in the dark
- Class determines max. skill levels, starting inventory, etc.
  - Some are easier overall than others
  - Wizards are somewhere in between, difficulty varies
- Best practice is to let the game make a random character and do as best you can
  - New tactics can be learned from differing characters

You realize that the gods are not like you and I.

Quetzalcoatl	Camaxtli	Huhetotl
Mitra	Crom	Set
Anu	Ishtar	Anshar
Athena	Hermes	Poseidon
Lugh	Brigit	Manannan Mac Lir
Shan Lai Ching	Chih Sung-tzu	Huan Ti
Mercury	Venus	Mars
Issek	Mog	Kos
Amaterasu Omikami	Raijin	Susanowo
Blind Io	The Lady	Offler
Tyr	Odin	Loki
Ptah	Thoth	Anhur

- All characters have a deity
  - Alignment: Lawful, neutral, chaotic
    - Lawful characters get rewarded for doing good & penalized for doing evil
    - Chaotic characters opposite
    - Neutrals are somewhere in between
  - **#praying**
    - If deity is pleased, you'll get some divine help
      - A live-saver, especially if you're in big trouble!
    - If deity is angry, you'll be punished
    - Don't pray too often, or your deity will get annoyed
    - If possible, pray at a co-aligned altar for better results
  - **#offering**
    - Offer fresh corpses at an altar
    - Pleases your deity
    - Altars can be converted to your alignment by offering
    - Don't desecrate an altar!

Suddenly, a map coalesces in your mind!

The Dungeons of Doom, level 1

- NetHack takes place in a huge dungeon
  - 8 branches, up to 81 levels total
    - Most levels are randomly generated
    - Some levels are predefined
    - Sokoban levels
- Secret passages, doors, & traps
  - Find nearby secrets with **search**
    - Won't always work the first time, try again
  - Traps can be used to your advantage, if you're clever

You feel you could be more dangerous!
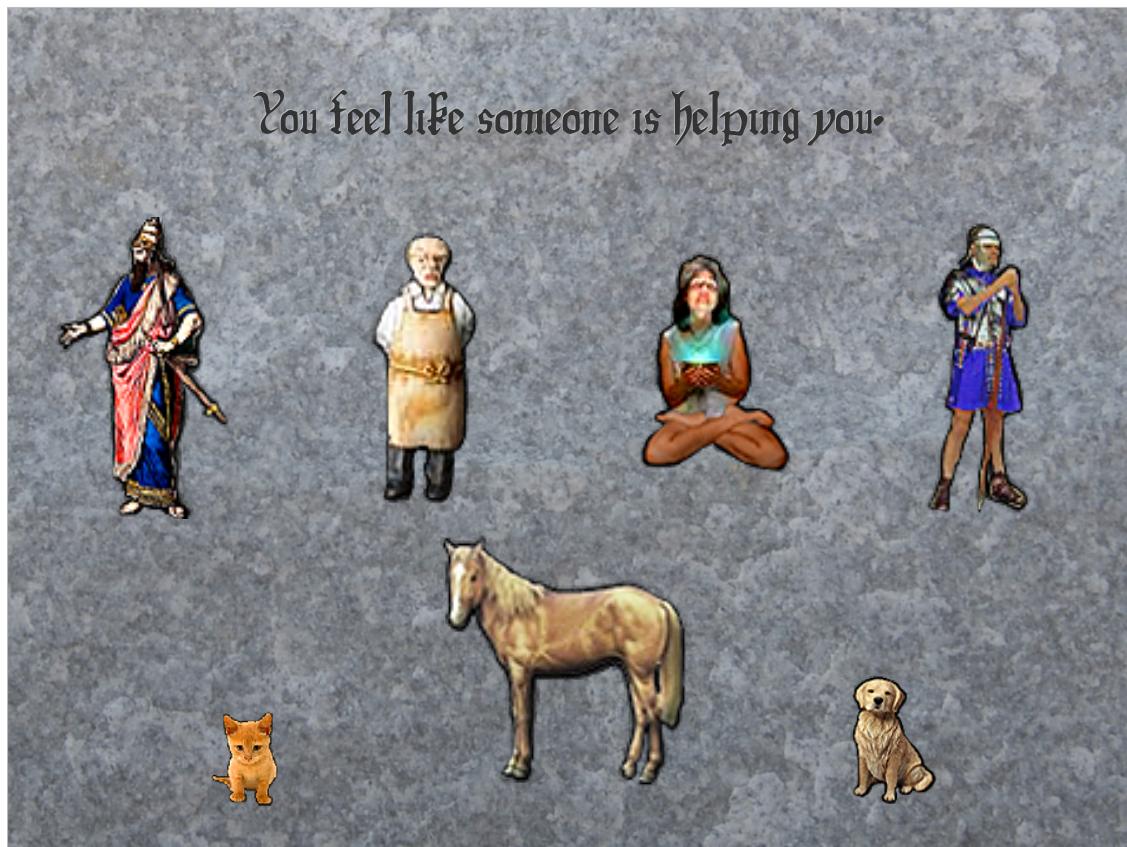
- The dungeon isn't a safe place, so you'll want a weapon
  - Make sure to **wield** desired weapon before attacking!
  - Attack by moving into a monster
  - Ranged weapons are **thrown** or **fired**
  - If you attack with a certain type of weapon enough times, you can **#enhance** your skill with that weapon
    - Maximum skill with each type depends on class
      - Starting weapons will always be among the best types for your class
- All classes can **ZAP** magic spells to some degree
  - Some classes start knowing spells, some must learn
  - If you cast a enough spells of a certain type, you can **#enhance** your skill with that spell type
    - Spells have greater effect at higher skill levels
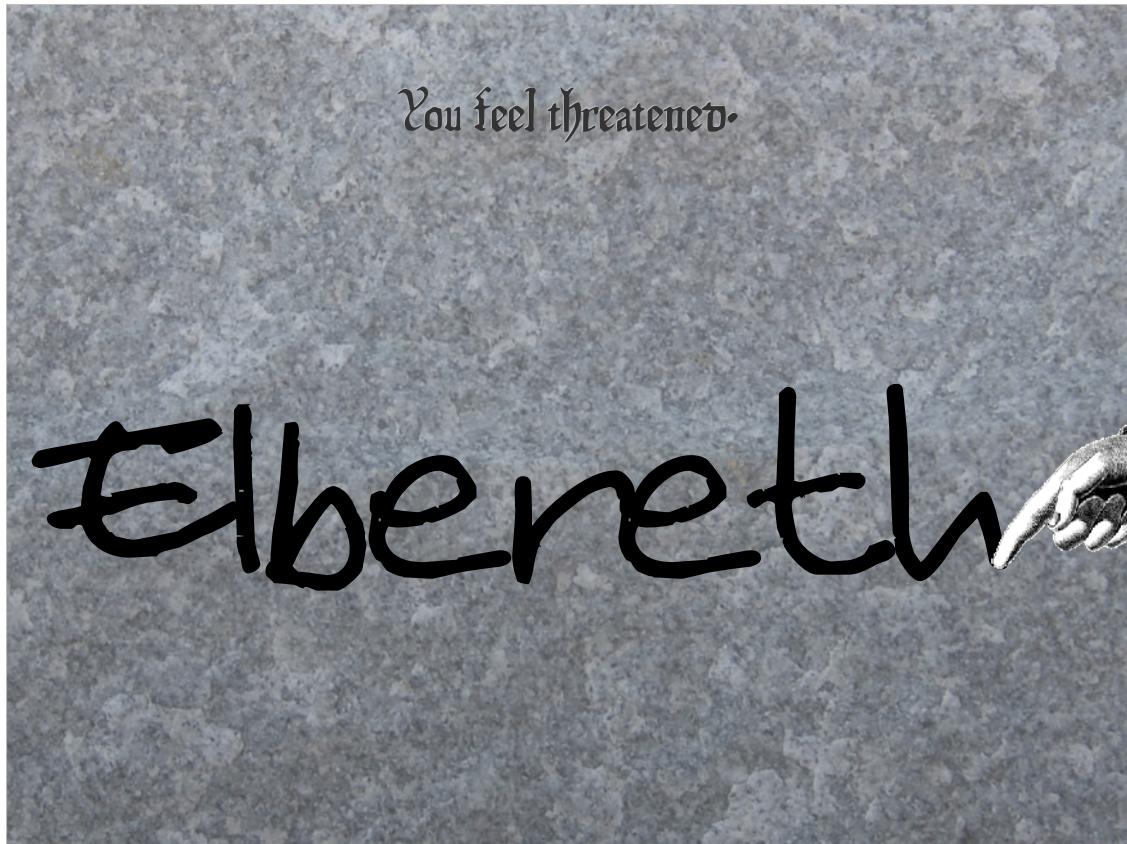
- Dungeon is full of various objects
  - One of the hardest parts of NetHack is finding out what items are
    1. Try various actions with an item and closely observe the results
    2. **#name** items that do interesting things
    3. All items will be identified if you quit or die
  - Once you identify an object, you need to find out how to make use of it
   - Many can be used in unexpected ways, try everything

- You need food to live
  - **<u>eat</u>** food items or killed monsters
- Dietary restrictions
  - Some food is poisonous or otherwise unpleasant
    - Don't eat old meat, it'll make you sick
  - Cannibalism is usually BAD!
  - Monks are vegetarian and shouldn't eat any meat
  - Avoid being hungry or stuffed, it's bad for your health
  - If starving or suffering from food poisoning, #pray

You feel like someone is helping you.

- Besides monsters trying to kill you, some are peaceful
  - Attacking peaceful angers your deity!
  - Some offer services if you **#chat**
- Most creatures can be tamed
  - A few can be tamed by throwing food at them
  - You'll always start with a pet
    - Very useful early on, especially for non-fighters
    - Try to keep them healthy
      - **#chat** with them to check how they're doing

You feel threatened.

Elbereth

- Always pay attention to messages
  - Although cryptic, they always mean something
- If low on health, take some time to recover
- Use magic or projectiles against enemies before they get close
- Against enemies slower than you, strike and run away
- Use dungeon layout to fight as few enemies at a time as possible & avoid being surrounded
- If you **#engrave** the magic word "Elbereth" on the ground, most monsters will stop attacking
  - Not a cheat!
  - If you write in the dust, don't do anything or it will be rubbed out!
  - Words written in the dust will eventually disappear

That was a very educational experience.

Read the Guidebook!

Use the in-game help

Explore Mode

Consult the Oracle

Spoilers...

- Before playing READ THE GUIDEBOOK!!!
- Use the in-game help
- If you want to experiment, enter Explore mode
  - You can't die, so try out whatever you want
- Ask the Oracle for advice, but have your wallet ready
- If you're still stuck, look at the "spoilers"
  - Some aren't really "spoilers", but more like what you would find in the player's handbook for D&D