

100 ROGUES

NoDpad.com



Introduction

by Matt

Welcome, dear reader, to NoDpad.com's guide to 100 Rogues, a game by DinoFarm Games and Fusion Reactions. This guide is not a step-by-step walkthrough, but rather an exploration of the the game's many possibilities. In this game we will present gameplay strategies, different character builds and more.

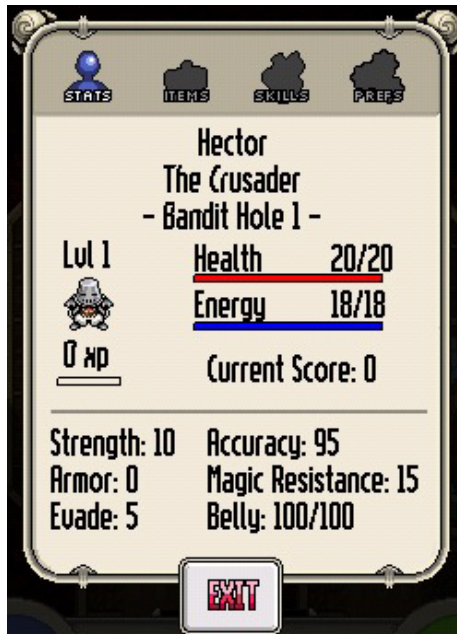
100 Rogues, first released in May 2010, belongs to a genre of role-playing dungeon-crawlers known as the roguelike, dating back to around 1980. Roguelikes are characterized by their use of procedurally generated content. The games randomly create their dungeons and randomly populate each floor with enemies and treasure. No two games are ever alike. Roguelikes are further typified by permanent death, turn-based play and an extremely high level of difficulty.

100 Rogues is among the finest roguelikes in Apple's App Store, available for the iPhone, iPod Touch and iPad. Without further adieu, let's get to the goods.

The In-Game Menu

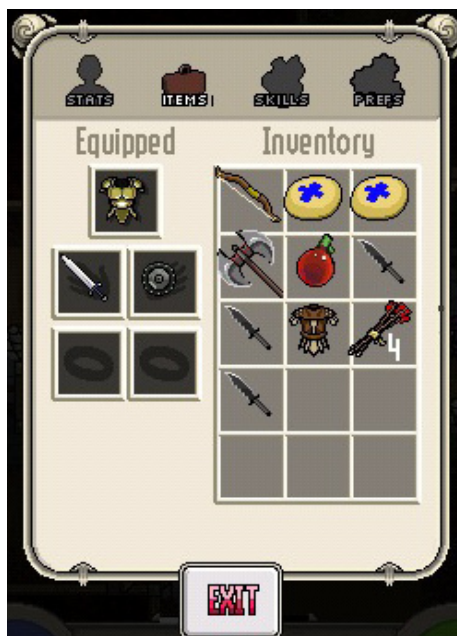
Success in 100 Rogues depends upon many things. You need to make good use of your equipment, develop an effective skill-set, and understand your character's strengths and weaknesses. There is no one way to win the game, and every player will play and develop their characters differently.

Character management is done using the game's four menu screens: STATS, ITEMS, EQUIP and PREFS. To bring up the menu, tap the blue button in the lower-right corner of the game screen. Tap one of the four icons at the top of the window to access each tab.



Stats

The Stats tab allow you to view your character's core information and current status, and is the only non-interactive tab. Stats displays your character's name and class, dungeon level, experience level, experience points, current and maximum Health and Energy, current score, combat statistics and Belly Fullness.

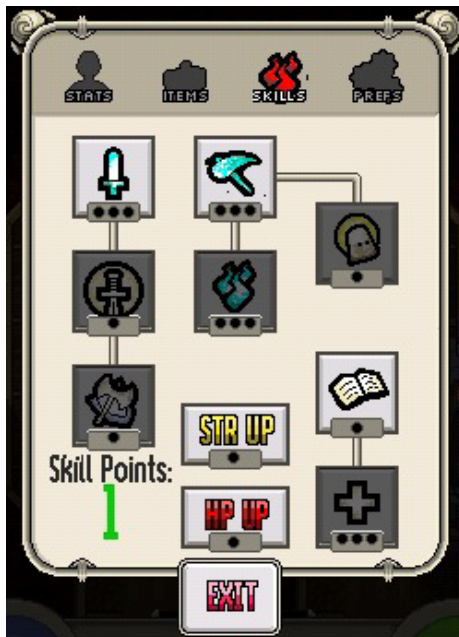


Items

The Items tab allows you to inspect and interact with your character's equipment.

To inspect an item, tap it to bring up its information and a selection of available actions. Depending on the item type, items may be equipped, consumed or thrown. You may also Add items to your quick-slots for easy access during play.

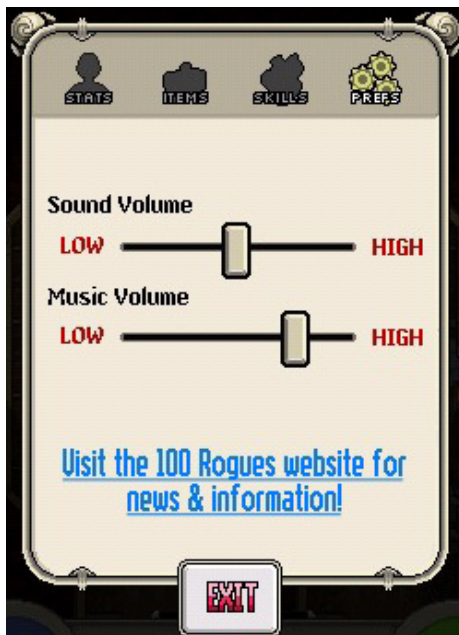
To drop an item, tap and drag the item outside the inventory window. The item will be dropped the dungeon floor, and may be collected again or left behind.



Skills

Using the Skills tab, characters may learn a variety of skills by spending their available skill points. Characters begin the game with one skill point, and earn additional points by attaining higher experience levels.

Skills may be either active or passive. Once learned, active skills may be used from the character's radial menu, while passive skills are always in effect.



Prefs

The Prefs tab allows the player to adjust 100 Rogues's game settings. Presently, only Sound and Music volume may be adjusted.

Playing the Game

No two games are ever alike when playing 100 Rogues. The layout of each dungeon floor, its inhabitants and the treasures you will find are generated randomly each time you begin a new game.



Bad Advice

Upon beginning a new game, you will first be instructed to select your first skill. For reasons to be explained later in this guide, this is terrible advice.

Movement

Characters in 100 Rogues can move in four directions: north, south, east and west. To move your character, simply tap the screen in the direction you wish to travel.



Interface & Quick-slots

Along the bottom of the screen are the game's main controls. The large blue button will open the menu, while the green button will allow you to skip your turn.

100 Rogues is turn-based; skipping your turn allows enemies to act. You can often skip your turn to lure enemies closer, giving your the initiative to attack first on your next turn.

If there are no enemies nearby, you can hold the Skip button to rest. Resting restores your Health and Energy, but consumes a great deal of food.

Tap the map icon in the upper-right corner of the screen to display the map of the current dungeon floor. The map will only show portions of the floor that you have explored.

The four item slots at the bottom of the screen are your quick-slots. Items may be assigned to the quick-slots to be easily used during play without having to access the Items menu. Items in your quick-slots may be equipped, thrown, consumed or Removed; removing an item returns it to your Items screen.

The white bar above your quick-slots displays your current progress toward your next experience level. When the bar fills up, your character will advance to the next level.



Attacking

There are several types of attack in 100 Rogues, the most basic of which is the melee strike. To attack an adjacent foe with an equipped melee weapon, simply tap in the direction of your opponent.

If equipped with a ranged weapon, such as a wand or bow, you can attack any enemy within your line-of-sight. To do so, simply tap on your desired target and your character will shoot their weapon.



Radial Menu / Using Skills

Your character's skills are accessible via the radial menu, and may be used for a variety of purposes, including to attack your enemies.

To use a skill, tap directly on your character to display the radial menu, then select the icon representing the skill you wish to use.

Some skills will require you to select a target.



Targeting

When throwing items or using specific skills, you will need to select a target. When targeting is necessary, valid targets will be highlighted in red. Tap your desired target to launch your attack.



Treasure

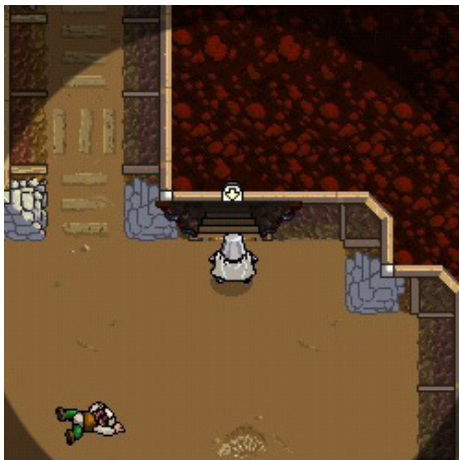
The dungeons are littered with treasure for the taking, and your enemies will often drop loot when slain. To open a treasure chest, simply tap in the direction of the chest.

To collect items from the dungeon floor, position your character adjacent to or atop the item, then tap on the item to add it to your inventory.



The Item Shop

The Item Shop is not yet open for business.



Stairs

The goal of each dungeon floor is to reach the stairs leading deeper into the dungeon. Beware, however, for greater dangers await you on deeper floors.



Crusader Skills

The Crusader offers an excellent balance of offensive and defensive capability and skills. The is an excellent melee combatant and capable of utilizing any type of equipment found in the game. The Crusader is 100 Rogues' baseline character, and an excellent class to begin with.



Searing Blade

Fires a magical sword through multiple foes in a straight line. The attack deals damage and Softens any targets it hits, reducing their ARMOR rating.



Weapon Focus

Weapon Focus allows the Crusader to improve his effectiveness with weaponry over time. After purchasing Weapon Focus, stick to one weapon for awhile and you will begin to receive messages that your prowess with that weapon is increasing.



Heavy Armaments

Allows your hero to wield and wear the most powerful equipment in the game – these include the two-handed Axe, the massive Tower Shield, and shiny Plate armor.



Whack of Glory

Whack of Glory summons a magical hammer and lands a slammin' blow to an adjacent enemy, dealing damage and knocking the enemy back a few tiles. However, if the enemy cannot be knocked back (i.e. there's a wall, chest, or enemy behind him), then he will receive massive bonus damage, instead.



Martyrin'

This is an enchantment spell which causes incoming ranged attacks to have a chance to be reflected, and also causes nearby monsters to have a chance to be Humbled. Humbled monsters forget about their seething hatred for the Crusader for awhile, and go on about their merry business.



Holy Fires

The four surrounding tiles will go up in divine flame, dealing damage. This spell is more effective, the more targets it hits. An excellent attack spell when surrounded.



Faith

If the Crusader has Faith, then there is a chance that God himself will come down and help the Crusader from time to time, healing his wounds or crushing his foes.



Healing

Allows the Crusader to heal himself. One interesting facet of "Healing" is the ability to over-heal yourself – meaning, if you cast it at full HP, you will go over the max. However, the over-healing is very inefficient until the later levels of the skill.



Strength (STR) Up

Improves the Crusader's Strength rating, increasing attack damage.



Health (HP) Up

Improves the Crusader's maximum Health points.



Wizard Skills

Being physically inferior to the Crusader, the Wizard requires more care when exploring the dungeons of 100 Rogues. Though melee confrontations are not her forte, she is capable of inflicting massive damage with her Crystal Magic, and her teleportation ability gives her great advantage in combat.



Amefyst

A powerful ranged attack spell for striking single targets, Amafyst is wonderful for taking down bosses or armored opponents.



Aura Siphon

For those wizards who wish to engage in melee combat (despite warnings), Aura Siphon replenishes spell-casting Energy any time you perform a kill with a melee weapon.



Magic Crystals

Magic Crystals is the most powerful player attack in 100 Rogues, dropping nine massive crystals in a 3x3 grid, demolishing any unfortunate creatures caught within the attack area. There's also a chance to drop red crystals, inflicting even greater damage. Perfect for slaying crowds of enemies or bosses.



Teleport

Teleport instantly transports the Wizard to any location within a three tile radius of her current position. An essential evasive skill enabling the Wizard to escape nearly any jam, Teleport also provides strategic possibilities for attacking.



Fairy Blessing

Essentially, an "extra life". Allows the Wizard to come back to life with full mana and HP when killed, but just once.



Purify

Purify rids the Wizard of debuffs (like Soften, Poison or Acid) and allows her to recover a small amount of damage per turn over many turns.



Confuse

Confuses a monster, leaving them bewildered and unsure of what to do. Often, they'll be so confused, that they'll begin attacking other monsters!



Crystal Ball

Summons the Wizard's only friend, the Crystal Ball. This Ball has lots of armor and enjoys bludgeoning monsters. Swapping places with the Ball can be a major life-saver.



Strength (STR) Up

Increases the Wizard's Strength rating, allowing her to deal more damage.



Energy (EP) Up

Increase the Wizard's Energy Points (EP), giving her more mana and increasing the effectiveness of some of her skills.

Items

Items can be found in the treasure chests scattered throughout the dungeons, or dropped by the many enemies you will face in your quest to slay Satan. They come in many types and have many uses.

Armors

Body armor improves your character's ARMOR and EVADE ratings.



Robes

Both the Crusader and Wizard enter the dungeon wearing Robes, the game's weakest armor. They do provide a solid boost to MAGIC RESISTANCE, though.



Leather

This is basic leather armor. Provides the best EVADE rating, and a little ARMOR as well.



Chain

Chain provides an excellent boost to ARMOR.



Plate

Plate offers the game's best protection, but requires the Heavy Armaments skill to use, making it exclusive to the Crusader.

Weapons

Weapons are your primary means of inflicting DAMAGE to enemies.



Dagger

Daggers generally inflict low damage, but are capable of devastating back-stabs and offer higher chances of dealing a Critical Attacks than other weapons.



Sword

Swords offer average attack capability without particular strengths or weaknesses, making them effective weapons for all occasions.



Axe

Axes inflict the highest DAMAGE of all weapons, but require Heavy Armaments to wield, making them exclusive to the Crusader. As a two-handed weapon, the axe also precludes the use of a shield.



Bow

Bows are powerful ranged weapons, but require Arrows to fire. Requires two hands to fire, disallowing the use of a shield.



Wand

The wand is a two-handed ranged weapon well-suited for use by the Wizard. Its magical bolts never run out of ammunition, and ignore the target's ARMOR. Equipping the wand also speeds up the rate at which spell-casting Energy is regenerated. As a trade-off, the wand is incapable of inflicting critical attacks, and cannot be equipped with a shield.

Shields

Shields provide an increase to ARMOR, but also a percentage change to BLOCK incoming attacks, negating damage altogether. Shields can be life-savers in a bind.



Buckler

This is the basic shield, providing a small % chance to BLOCK incoming attacks.



Heater

Slightly better than the Buckler, and also more stylish.



Magic Shield

The Magic Shield isn't too great at what it's supposed to do (block attacks), but it does provide some good MAGIC RESISTANCE.



Tower

The game's best shield, exclusive to the Crusader as it requires the Heavy Armaments skill to equip.

Finger Items



Ring

Many types of rings can be found, providing a variety of buffs to your character such as improving Health, Strength, Energy, Armor, Evade, Accuracy and Magic Resistance. Your character can equip two rings simultaneously.

Projectiles

Projectiles are consumable attack items. Rocks, Arrows and Throwing Knives can sometimes be recovered and reused after combat.



Nets

Throw a Net at an enemy to halt its movement. Be careful, though; netted enemies can still attack.



Rocks

Rocks may be thrown at enemies to inflict small amounts of damage.



Arrows

Ammunition required to use a bow.



Throwing Knives

The best item for throwing in the game. Make sure to make good use of these by putting them in your Quick Slot.

Consumable Items

Consumable items may be used once, then vanish from your inventory.



Health Potion

Drinking one of these heals you up. If you consume one when you are already at maximum Health, it will permanently increase your Health by 2.



Energy Potion

Replenishes your energy, but also can be thrown to create a huge explosion!



Roasted Food

Over time, you will grow hungry. By chowing down on tasty Roasted Food, you will restore 85 Points of Belly fullness. If you eat it while you are 80% or more full, it will increase your maximum Belly by 10%. Time to get a longer belt!



Rotten Food

As a last resort alternative to death by starvation, you may choose to consume Rotten Food. It fills your belly, but permanently reduces your Max Health by 5. Don't eat it unless you have no other choice.



Heal Meal

Restores 50 Belly and 100 Health.

Scroll of Unholy Fires

Fills the screen with unholy flames, striking the majority of enemies. Excellent for clearing densely populated rooms or as an emergency survival measure when overwhelmed. The more enemies caught in the attack, the greater the damage inflicted.

Scroll of Teleport

Randomly teleports you to another part of the current floor. Good for making an emergency getaway.

Enchant Weapon Scroll

Adds +1 to a weapon of your choice.

Enchant Armor Scroll

Adds +1 to the armor or shield of your choice.

Enchanted Items

Enchanted items are rare, but precious finds. Weapons, Armor and Shields can often be found with a +1, +2 or +3 enchantment, increasing their offensive or defensive ratings. These bonuses may be compounded using Enchant Weapon and Enchant Armor scrolls.

Rarer still are titled armaments such as the Sword of Vampire or Robes of Energy which grant additional benefits or powers to your character. Magical titles may be applied to different types of equipment.

(Weapon) of Vampire

When wielding a vampiric weapon, a fraction of the damage inflicted with each attack will be restored to the wielder's health.

(Weapon) of Magic

Weapons with the "of Magic" title inflict magical damage rather than physical damage, ignoring enemies' armor.

(Armament) of Health

Weapons, armors, shields or rings of Health increase the wearer's maximum Health Points (HP).

(Armament) of Energy

Weapons, armors, shields or rings of Energy increase the wearer's maximum Energy Points (EP).

(Armament) of Resistance

Weapons, armors, shields or rings of Resistance increase the wearer's maximum Magic Resistance rating.

(Armament) of Accuracy

Weapons or rings of Accuracy increase the wearer's Accuracy rating, improving the odds of successfully hitting opponents with attacks.

Character Builds

Choice and Chance are the two guiding principles that will shape each and every game of 100 Rogues, ensuring that no two games are alike. Your likelihood of survival will be heavily determined by the choices you make, while the choices you make must be heavily informed by the dealings of chance. Chance will dictate the treasures you find, the distance you must travel and the opposition you will face. Based upon the dictates of chance, you will need to adjust your strategy and make better choices to determine the growth and actions of your Rogue.

Upon beginning a new game, you are dumped into Bandit Hole 1 and immediately prompted to choose your first skill. In fact, this is a terrible thing to do. Skill points in 100 Rogues are hard won, and to spend your first point before taking your first step into the dungeon is to spend it blindly.

Bandit Hole 1 is an easy floor to clear without using any skills at all, and the treasure you find may provide you with some direction in how to develop your character. Also, you will inevitably attain at least one experience level before clearing the floor, granting you an additional skill point to spend.

With new equipment to help guide your character growth decisions, and now two points to spend on skills before descending into Bandit Hold 2, players should be all the more prepared to make good choices for their Rogue.

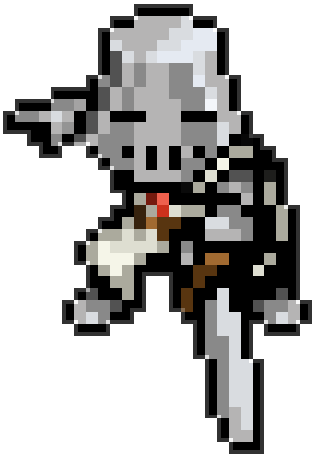
The following pages serve as a guide to character development, outlining specific builds and strategies for different types of characters, based upon player choices and the cards dealt by chance.

Do not be hasty in choosing which build to play. See what Bandit Hole 1 has to offer before making your choices, then arm yourself wisely with the spoils of war and skill points attained.



The Human Crusader

However you cut him, the Human Crusader is primarily built for the frontal assault, with skills designed to give him an edge in melee combat. Far from being a stupid brute, however, he is also an extremely versatile character and can subscribe to any of a number of combat paradigms.



The Fighter



The Fighter is a no nonsense build that focuses on dealing direct damage with standard attacks. If you are lucky enough to locate an axe, plate armor or tower shield in Bandit Hole 1, this is a good build to consider. It does require patience, though, as none of these items will be usable until reaching a minimum experience level of four, allowing you to purchase the Heavy Armaments skill.

In building a Fighter, your first skill point should go into Searing Blade, and your second into Weapon Focus. When you receive your third skill point at level four, purchase Heavy Armaments, allowing you to equip plate armor, a tower shield and axes.

All fighters should favor plate armor if they can find it. Because axes are two-handed weapons, Fighters will need to choose whether to wield the axe and no shield, enabling them to deliver devastating blows, or to equip a shield and sword combo, allowing for a solid defense.

Players surviving long enough should use their fourth skill point to purchase Whack of Glory, which can be used to push foes away, or to deliver critical hits when you can pin enemies against a wall. Subsequent points should be used to bolster Searing Blade or Whack of Glory, or dumped into Str Up to improve standard attack damage.

Fighters should avoid being surrounded by foes or fighting in open spaces. Instead, engage enemies one-on-one whenever possible. During combat, try to keep your back to a wall, or to cover your sides using objects in the room. Luring enemies into hallways is always an excellent tactic. Make judicious use of the skip button, allowing enemies to come to you and you taking the initiative for first attack. Teleport scrolls may be useful in times of trouble.

The Paladin



The Paladin focuses on skill attacks and divine intervention. He is capable of handling a multitude of situations, can persevere even with the lightest armaments, and enjoys the frequent blessings of his Lord. This is a good build to consider when Bandit Hole 1 turns up slim pickings for treasure. Equip the best of what you've got and pray that it's enough.

Because of the Paladin's reliance upon skill use, Energy consumption may become an issue. For this reason, it's a good idea to complete ten of 100 Rogues' Challenges, which allows you to begin the main game with an energy potion in reserve.

To become a Paladin, one must walk the long road of discipline. Early on, skill points will

be spread thin over a variety of skills. The Paladin's first skill point should go into Whack of Glory, which will prove indispensable in dealing with the beetles and blue rats you'll soon be facing. The second and third points should go to Holy Fires and Searing Blade. With Holy Fires, the Paladin welcomes being surrounded; burning foes on all sides with sacred flames, the Paladin emerges unscathed. Searing Blade allows you to damage multiple enemies in a straight line, and also weakens their armor, making them susceptible to your blades.

Spend your fourth skill point on Faith, for a Paladin is naught without God. The Lord shall bless you frequently, healing your wounds in combat and smiting your foes. God's mighty hand may turn the tide in your time of need.

Subsequent points should be used to strengthen your favorite skill attacks, or you may wish to purchase the Healing skill. For equipment, Paladins will favor swords and chainmail when they can find them, and either Heater or Magic shields. Keeping a bow in reserve can also be useful.

The Rogue



The Rogue specializes in ranged attacks and will use any and every tool at his disposal in order to survive. Accuracy and evasion are of the utmost importance. If treasure yields enchanted leather, knives and rings, the rogue may be a good build to consider. Of particular value are the Dagger of Accuracy and Ring of Evasion. The rogue can be a difficult build to play, making him a good choice for players wanting a challenge.

In combat, the rogue will attack from afar, using chests as cover, and will back-stab as much as possible, making daggers the melee weapon of choice. With a dagger in hand, extra daggers, throwing knives and rocks are good ammunition for ranged attacks. Leather will be the armor of choice, as it grants the highest evasion rate, and shields offer additional protection without penalizing evasion.

The rogue's first skill points should be spent in Searing Blade and Weapon Focus, allowing you to attack from a distance to weaken your foes, and to inflict more damage with your daggers. Chance is of high importance, so be mindful of your stats for critical hits, back-stabs and evasion; do anything you can to improve them. Faith is a good third purchase, as prayer can often improve your chances. It may be worth spending subsequent points to strengthen Searing Blade, or you may find use in diversifying your skill set. Whack of Glory can be useful for putting some distance between yourself and your enemies. Use your judgement as best suits your play style.

For tactics, keep your distance as much as possible, and isolate foes whenever you can. When facing more than one opponent, try to line them up for a Searing Blade attack. When enemy archers and gypsies attack, they may hit melee foes by mistake. Should that foe turn their back on you, utilize the opportunity to back-stab.

The Defender



For some, the best offense is a good defense. The Defender is built to absorb and recover damage, believing that victory lies in outlasting your opponent. Chainmail and a sturdy shield will be good finds for the Defender early on.



Whack of Glory and Martyrin' are good investments for your first skill points, followed by Faith and Healing. Subsequent points may be used to improve your Healing capability, or invested into HP Up. The healing skill should be used whenever possible to overheal your character, allowing you to exceed your maximum hit point value.

If you'd prefer to play an offensive defender, spend your fifth and sixth points in Searing Blade and Weapon Focus. If you manage to collect an eighth point, you may also consider Heavy Armaments, allowing you to equip plate armor and a tower shield.

Like the fighter, avoid becoming surrounded. Protect your flank by luring opponents into hallways. Throw stones and knives to whittle down foes from a distance, then finish them off with melee attacks. Put your enemy's back to the wall, or let a second enemy move in behind them, then use Whack of Glory to shatter their defenses. This is especially useful when battling armored opponents. When facing ranged attackers, cast Martyrin' to cast off their projectiles and to pacify them while you deal with more immediate threats.

The "Wizard"



Despite the Crusader's natural inclination toward all things melee, he can nonetheless be shaped into a formidable magic user. The "Wizard" depends primarily upon ranged attacks with the wand and supplements his offense with close-encounter attack magics. The "Wizard" build is best considered when Bandit Hole 1 turns up enchanted wands and no other weapons of interest.

Skills are a major asset to the "Wizard", so it's a good idea to complete ten Challenges, allowing the "Wizard" to begin the game with an extra Energy Potion in reserve.

Equip the wand, preferably one with enchantments on it. If you're lucky enough to find Enchant Weapon Scrolls, use them to further strengthen the wand and to increase its damage potential. The Crusader's Weapon Focus and STR UP skills can also be learned to increase a wand's damage. Though it may seem odd, the Crusader actually has greater damage potential than the Fairy Wizard when using the wand.

The wand cannot perform critical attacks, but delivers consistent damage and ignores the target's armor. Also, it never runs out of ammunition and increases the rate at which EP is recovered.

For skills, the "Wizard" will definitely want to learn Whack of Glory and Holy Fires as quickly as possible. Use Whack of Glory to bat foes away when they're too close, then finish them off with the wand. Because the wand is a two-handed weapon, shields cannot be equipped while wielding it; unable to rely upon the extra defense of a shield, Holy Fires can be a life saver when surrounded by enemies.

The "Wizard" should next learn Searing Blade and Weapon Focus. By the time the "Wizard" reaches the Golden Genie's lair, he should already be enjoying the increased damage provided by Weapon Focus' first improvement.

Subsequent points can be used either to strengthen individual attack skills, or dumped into STR UP to increase wand damage. Some players may prefer to purchase Faith and/or Martyrin' as well, as these skills can also be extremely useful.

The Fairy Wizard

Beginning statistically equal to the Human Crusader, the Fairy Wizard's unique skills will quickly send her in very different directions. While she lacks the potential to deal as much damage in standard attacks, the Fairy Wizard is formidable in ways beyond the Crusader's reach.



The Assassin



Played properly, the Fairy Wizard is a devastating combatant. Her teleportation ability gives her tremendous advantage, allowing her to avoid attack and to get the drop on her opponents. Pair this with a good dagger, and the assassin is born.

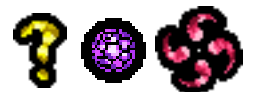
The assassin's secret weapon is the tele-stab. Spend the initial skill point on the Teleport ability, then find and equip a dagger. To execute the tele-stab, simply teleport behind your opponent, then attack; most of the time, the back-stab will fell your target in a single blow. If you're lucky enough to find a Dagger of Vampire, attacks will also heal you.

Her next points should be spent to purchase the Amafyst and Aura Siphon abilities. With Aura Siphon sucking energy from her foes, the assassin will have all the points she needs to jump around the battlefield. Amafyst is also useful when direct blows become necessary.

With the tele-stab at her disposal, ranged weapons are of little importance to the assassin. Keep her inventory as well stocked with restoratives and scrolls as you can. Armor and a shield should also be high priority, as attacks will need to be deflected whenever a target survives the first assault. The assassin excels in defeating archers, gypsies and robots, as teleportation allows her to easily traverse the distance without being subject several rounds of ranged attacks. She can also teleport out-of-range of the robot's explosive attack.

How the you choose to assign subsequent skill points is a matter of preference. The Magic Crystals spell is very useful against roomfuls of enemies and bosses, but consumes a lot of energy and is best used sparingly. The Confuse and Crystal Ball spells can also be used to create additional points of attack when the odds are against you. Fairy Blessing can save you once from death, but provides no other tactical advantage; before buying, consider that your points may be better spent on another skill.

The Enchantress



Players wanting a more challenging experience may opt to build the Fairy Wizard as an Enchantress, focusing on the use of magic rather than sneaky melee attacks. The enchantress favors ranged attacks, and chooses the wand as her primary weapon. The wand's advantages are that it ignores opponents' armor, increases the Fairy's energy regeneration rate, and never runs out of ammunition; the unfortunate trade-offs are relatively low damage potential, no critical hits, and the inability to equip a shield.

The Enchantress should focus on misdirection and recovery magics, using her wand from a

safe distance to strike down her foes. She should spend points on Confuse and Crystal Ball, using these spells to create allies in the field. Strengthening the Crystal Ball will increase its effectiveness.

Players may wish to supplement the enchantress' skill set with either Teleport or Purify. Being mindful of the enchantress' limited offensive and defensive capability at close range, Teleport can be used to quickly remove her from danger. Meanwhile, Purify may be useful to keep up her own hit points.

With the enchantress having such high demands on energy consumption, it would behoove players to complete ten Challenges, allowing her to begin the game with an energy potion in reserve.

The enchantress should avoid close combat, and utilize chests as shoot-through barriers whenever possible. Enchantment scrolls for weapon and armor will be valuable finds, as well as magical rings.

The enchantress should Confuse foes at melee range to prevent them attacking, allowing her either to kill them or escape. The Crystal Ball can be cast into rooms through closed doors to keep her from harm's way, and can also be used as a shoot-through barrier when cast directly between the fairy and her opponent.



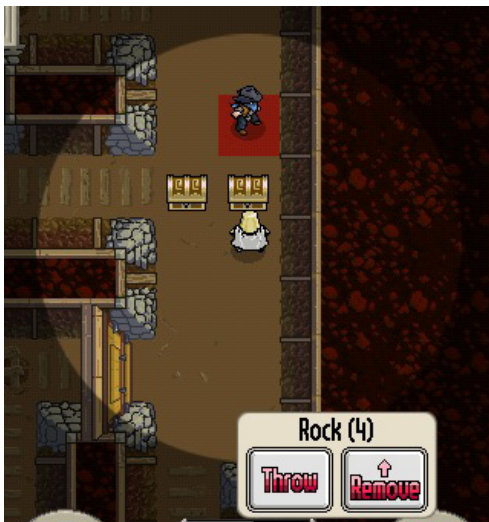
General Strategies

Teleportation is Instantaneous

Teleportation is instantaneous, meaning that it doesn't pass a turn or consume hunger. When playing as the Wizard, feel free to teleport more than once to put yourself in the best possible position. And if you're starving, you can conserve Belly by teleporting. With any luck, the extra distance will get you to food.

Combat Before Treasure

Before opening treasure chests, clear the room of enemies. Chests sometimes contain additional foes; these enemies often get a free attack against you when leaping from the chest, and can skew the odds against you. Also, chests can be used as barriers to protect your sides from attack, making them quite handy in a fight.



Shoot Through Chests

Make strategic use of chests as shoot-through-barriers, striking enemies from a distance with ranged attacks and spells, while remaining immune to reprisal. Wield projectiles or a wand, or just throw extra equipment.

Can't use it? Throw it!

Extra equipment makes excellent ammunition. If you can't use the axe because you haven't purchased Heavy Armaments or because you're playing as the Wizard, keep it on-hand to use as a projectile by throwing it.

Ranged Attack Bonuses for Aerial Targets

When attacking aerial targets, like bats, ranged weapons receive accuracy bonuses.

All You Can Eat Meat Buffet

Home of the Genie, Bandit Hole 5 is unlike other stages: it's always the same, never randomized. And shortly upon entering the floor, there is always meat to be found in the hallway leading to the Genie. Players can exploit this floor to fill their pack with Roasted Food. Pick up the food, then quit the game, relaunch and choose Continue from the main menu. When the dungeon loads, the meat will again be on the floor. Repeat as many times as you like, and never die of hunger again!

The NoDpad.com 100 Rogues Review

*Our review was originally published on May 8, 2010,
and based upon version 1.0.1 of 100 Rogues.*

Much like Monty Python's Rabbit of Caerbannog, 100 Rogues' charming exterior belies the vicious beast within. "Death is essentially inevitable in 100 Rogues. It's not all about winning, though; it's about getting a high score!" advises one of the game's many loading tips, and these words should be taken as dogma. Developed by DinoFarm Games and published by Fusion Reactions, the game is a new take on the classic roguelike, a roguelike being a genre of role-playing games typified by randomization for replayability, permanent character death, turn-based movement, dungeon crawling, looting and a high degree of difficulty. In keeping with tradition, most roguelikes — even the modern ones — staunchly adhere to a legacy of serviceable, but humdrum visuals. 100 Rogues takes a different tack, offering sprite-based graphics bursting with personality and charm. You will coo and chirp as the Crusader's cape flaps out behind him, "Oh, isn't he cute!" The game will lure you in with its adorable Crusader and Fairy Wizard, captivate you with its tongue-in-cheek antics, and fill you with a warm, fuzzy feeling even as it crushes your cold, dead heart in its icy fingers. It will hold your hand only long enough to lead you into its trap, then all bets are off. If you're looking for a walk in the park, then you'd best find a park to walk in, because 100 Rogues is not for the faint of heart. Welcome, boys and girls, to my new favorite iPhone roguelike.

There's no sense in going easy on roguelikes; they certainly don't go easy on you. To-date, iPhone roguelikes have been about as cogent as Bush-era politics. Typically, roguelikes will utilize the majority of a full keyboard to facilitate interactions with items and objects in the environment, allowing you to get, drop, hit, throw, zap, talk, cast, jump, climb, shoot, look, search, eat, drink, pray, dance, hoola-hoop, wash the dishes, shave the cat, change the channel and more. Attempting to translate all of that into a device without keys of any kind presents obvious challenges. And so we have games like Rogue, which attempt to translate all of these commands into a grimoire's worth of finger gestures requiring amazing feats of dexterity and memory to execute, or Rogue Touch, a valiant effort except that you'll spend more time exploring command menus than dungeons. There are no words to describe how unplayable I found iNetHack, and I can only bemoan the sad fate of my beloved POWDER, the desktop version of which is one of my very favorite roguelikes, while the iPhone port basically sucks. Don't even get me started on the watered-down, overrated roguelike that isn't, Sword of Fargoal, more roguelike-like than roguelike, in the same way that Weeble-Wobbles are like playing with G.I. Joes. It's pretty and well-supported, and other reviewers are besotted with it, but I find the game about as fascinating and fulfilling as a Cup'o Ramen. Some months back, I favorably reviewed the J-roguelike The Isle of 8-bit Treasures, which until now has stood as my favorite genre entry on the iPhone. But much as I like it, it's more SNES game than traditional roguelike. It's enjoyable, but doesn't scratch the same itch ... And that brings us nearly up-to-date with the disappointing state of roguelikes on the app store.

In the realm of iPhone, the great Castle Roguelike hath crumbled and gone to waste. Bull-

doze the rubble, clear the site and erect a new pedestal, for into these dark times hath sauntered 100 Rogues, the new love of my life. I'll keep The Isle of 8-bit Treasures on to serve as my dainty foot servant in this new era, but it is now upon 100 Rogues that I shall lavish all of my attention for roguelikes. The game effectively walks the fine line between traditional roguelike and enjoyable iPhone gaming experience. It doesn't struggle to cram a dictionary's worth of verbs and status ailments into a keyboard-less device; it doesn't stubbornly choose to serve up Ascii characters in place of graphics for the sake of "authenticity". It manages to feel like a roguelike and to play like a roguelike, but without the clutter and without the pimples. It strips the roguelike down to its bare skeleton, discards the gore, then reskins the bones with reverence for the genre's roots, while also building in approachable mechanics, attractive visuals, loads of good humor, and healthy doses of pure fun. 100 Rogues is a textbook study in how to adapt classic gaming to modern standards, and how to translate a game to a device that is quite literally worlds apart from the classic's PC origins.

Presently, 100 Rogues allows you the choice of two characters, with additional characters promised in future updates. The Human Crusader is a melee character built for the frontal assault and well-rounded in offensive and defensive power. Meanwhile, the Fairy Wizard is a ranged character, physically fragile but capable of diverse magical feats. The character you choose will dictate how you play the game, as the two represent entirely different styles of play, bringing different strengths and weaknesses to the table. Each character possesses a unique skill tree of eight abilities which can be purchased and improved by spending skill points, earned by attaining new experience levels. The characters are well balanced, and so your progress will depend more upon player strategy and intelligent use of skills, than on character attributes or faults.

The introductory story caters somewhat to your character selection, but outline regardless remains the same. The game begins as you present yourself before the Court of the High Council, a group of curmudgeonly churchmen who would obviously prefer to be elsewhere, doing anything other than giving audience to your pleas for a heroic quest befitting your heroic aspirations. Without interest, assured of your only getting yourself killed, they solemnly command you to "Go kill Satan." And off you go.

Satan, Satan — everyone's so afraid of Satan. Am I the only one who remembers a time when wild Satans would stampede through the great plains?

From the get go, 100 Rogues refuses to take itself too seriously. There is a great deal of tongue-in-cheek humor to be found throughout the game, with the introduction of the High Council being only the first of many gags. As a knight's crusader, for example, you will do battle with cowboy bandits in the mines. And by investing a skill point into Faith, God himself will occasionally lend a helping digit, appearing as a gigantic finger from the sky either to heal the crusader or crush his enemies like insects. But while the game may take a lighthearted approach to setting and narrative, it will not go soft on you. This is a roguelike, after all, and dying is all apart of the fun.

There are hundreds of monsters, but you only have to die once to end the game, so the odds are ultimately against you. Don't take unnecessary risks.

There are no continues, no restarts from previous saved games, and no resuming play from the beginning of the last dungeon floor. When you die, you're just dead. Though rest assured that your name will live on forever on the score board.

As in all roguelikes, dungeons are randomly generated and treasure randomly distributed.

What's not random in 100 Rogues are the monsters you will encounter on each dungeon level. While their placement is randomized, the enemy types are set. On the first level, Bandit Hole 1, you will always face rats and bandits. Bandit Hole 2 introduces bats and the more powerful blue rats.

100 Rogues is turn-based; for every move or attack you make, your enemies will also be able to move or attack. There's no need to be hasty, and it's best to take your time deciding what to do. Making the wrong move or being stingy with your resources may prove fatal. Characters may move in four directions by tapping in the desired direction on-screen. To attack, tap your desired target or, in the case of melee attacks, in the direction of your enemy. When standing beside a door or chest, tapping in the direction of the object will open it, and when standing on or beside an item, tapping the item will pick it up. Items may be used from within your inventory, or may be assigned to quick-slots for easy access in the dungeon. The quick-slots are a great place to store thrown weapons like knives or rocks, restorative potions or magic spells. The controls are very intuitive and well-suited to the iPhone. Unlike other roguelikes, there are no sprawling menus and no complicated gestures to perform actions. Executing skills is as simple as tapping your character, then selecting the desired skill from a radial menu. Eeeeeasy.

Likes:

Strategy: Strategy plays a more important role in 100 Rogues than players may at first realize, and takes on many forms. For example, consider the game's weaponry. Daggers are weak, but offer the chance to back-stab opponents for massive damage when they are facing away from you. Wands cannot deliver critical strikes, but allow you to attack from a distance and ignore your enemies armor. Axes are extremely powerful, but require two hands to wield, meaning that you cannot use a shield. Bows are not powerful, but grant accuracy bonuses against flying creatures which are normally difficult to hit with standard weapons. Depending on the situation at hand, it may often behoove you to carry a variety of arms. But keep in mind that equipping a new weapon will cost you a turn, and that may at times be too high a cost.

Strategy also plays an important role in your selection and use of skills. The crusader's hammer attack can knock opponents away from you; but when their back is already to a wall, it can be used to inflict critical damage instead. His healing spell can bring him back from the brink of danger, but can also be used to overheal, providing him more than maximum hit points. The Fairy Wizard's teleport spell can allow her to escape danger, or it can be used to position her behind the enemy for a back-stab attack. Many skills can be used in interesting, alternative ways. Discovering the full flexibility of your powers is half the fun in using them.

Overall Presentation: The sprites are adorable and well-animated, especially the crusader running. The music is delightfully old-school, but still feels grand. The use of humor is excellent, and prevents the game becoming dry. Little details like palette swaps for armor, the way your character blocks attacks with his shield, and your equipped weapon showing on-screen when you attack do much to set the game apart from other roguelikes, whose tile-based characters move not at all.

Challenges: In addition to the main quest, 100 Rogues includes a number of challenges to be completed. Each challenge drops you into a defined situation with prescribed equipment and skills with which to win. Some challenges must be completed within a set number of

moves. The challenges can be difficult, but serve to instruct you in some of the game's more clever tactics. Completing ten challenges also rewards you by allowing you to begin the main quest with an extra energy potion!

Bosses: Every fifth level of the dungeon throws you up against a boss monster. The bosses are big and the fights can get pretty hairy, but they're also a lot of fun. The bosses are not pushovers, so be prepared if you want to survive. Carry a big stick and plenty of restorative items if you're lucky enough to have found them. Some bosses will have multiple hit locations; a good trick to find them is to cast an attack spell that requires you to select a target. The bosses' target areas will be highlighted in red.

Dislikes:

Hunger: Killing Satan is hungry work, the game tells you, and it makes good sense that it should be so. You are warned not to dilly-dally too much, because you could starve to death. The problem with this mechanic is that item drops and treasure finds are completely random in 100 Rogues, and so there is no guarantee that you will find the food so necessary to your own survival. Exploring consumes food, fighting consumes food and resting consumes food, and so you're always on the prowl for the next hunk of meat, which may or may not ever come. Real people get hungry, but real doesn't always make for good video gaming. And in most games, 100 Rogues included, realism only goes so far. If it really came down to starving or making due, I'd be chewing on dead rats and bandit corpses; you leave plenty of corpses lying around the dungeons. 100 Rogues just doesn't allow you to eat them.

The Little Things: 100 Rogues is overall a wonderful game, but there are a number of little things that prevent it being perfect. For example, there's no way to return to the main menu from within the dungeon. Also, once you hit New Game, there's no backing out to the main menu again, so you'd best not hit the wrong menu button by mistake, or change your mind and decide you'd like to play Challenges instead. When selecting Challenges to play, there is no indication of which character you will be saddled with. The game cannot be played in landscape orientation, which I find more comfortable for long play sessions than holding the phone vertically. You can rearrange your inventory, but when you exit and return to the inventory screen, the items will have returned to their original locations. Scrolls, though possessing different spells, all look exactly the same in your inventory.

Needs More QA Time: Much as I adore 100 Rogues, the game was released before its time and should have been withheld for additional quality assurance. Version 1.0 was riddled with crash errors, and the 1.0.1 update intended to address these issues has issues all its own. Crashes are less frequent, but still occur; the upshot of 1.0.1 is that when crashes do occur, you can now recover your game and resume play. The scrolling as you run around the dungeon isn't as smooth as it could be, and sometimes snaps back a turn, as if the move were aborted mid-stride and taken back. There are also graphical glitches where game tiles will black out. And since upgrading to 1.01, my Challenges list has become blank. On one of my best runs, the game crashed just as my character died; I was not able to continue his game, and he never appeared in the high score list. At this point the game is playable, and 1.0.1 is more playable than 1.0; but there is no getting around the fact that 100 Rogues' release is premature. The game needs more testing.

DinoFarm and Fusion Reactions have expressed to me a ongoing interest in continuing to improve and support 100 Rogues, with many additions planned for future releases including new characters, items, dungeons and enemies, opening the item shop, more challenges,

new game modes and more. Their commitment to the title is admirable, and I have no doubt that in time and with updates, the bugs will be squashed and many excellent features will be revealed.

100 Rogues is not a completely traditional roguelike, but takes the best of the roguelike tradition and adapts it for a modern audience playing on a modern device. Though flawed, it now stands as the best roguelike the app store has to offer, and there's not a single thing about that game that could not be fixed in an update. I only hope the developers will manage to iron out the kinks quickly, and to deliver a title as technically proficient as it is fun to play. For my part, I haven't been able to put the game down since first playing it. I've persevered through the crashes, accepted my losses, and have stubbornly refused to stop having fun with it. I've played no other game on the iPhone from which I was willing to accept such issues, and the fact that I'm willing and eager to forgive 100 Rogues its flaws is a testament to its greatness.

If you are a fan of the roguelike, the dungeon crawler or the role-playing game, then 100 Rogues is a game you cannot live without. If you — like me — are a fan of all three, then stop reading, drop everything and start downloading immediately. As much as I obviously love this game, though, there are two major reasons I cannot recommend it to everyone. The first is simply that roguelikes contain a high degree of difficulty that may frustrate some gamers; it's essentially a game you can never win, except by fluke. The goal is not the end, but simply to survive for as long as you can, to earn a high score and to enjoy the ride. The second reason is simply because of the game's many glitches. I've been able to look past them and to enjoy the game nonetheless, but other gamers may want to hold off until more of the bugs are resolved. After all, \$4.99 is a high price to pay on the app store for a game that's still not quite all together yet. And ultimately, it is for these reasons that I cannot award 100 Rogues the hallowed "Must Have" designation, much as I would like to do so.

My final words are thus:

100 Rogues has taken me by the heartstrings and drives me by them as if they were reigns. At work or anywhere else I've not been able to play, I've only looked forward to coming home and hunting Satan. I am thoroughly rapt and constantly hungry for more. After all, hunting Satan is hungry work.

Coda

And that's our take on 100 Rogues. This guide written by Matt at NoDpad.com. Special thanks to Keith Burgun at DinoFarm Games, lead designer of 100 Rogues.

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