

DUNGEON CRAWL: Introduction, Files and Contact

This is the reference sheet for the roguelike game DUNGEON CRAWL, specifically for the current version of the STONE SOUP branch. CRAWL is a game of dungeon exploration, combat and magic, involving characters of diverse skills, worshipping deities of great power and caprice. To win, you'll need to be a master of tactics and strategy, and prevail against overwhelming odds.

Players of versions 0.3.4 and older beware: please read the file **key.changes.pdf** in the **docs** directory for a list of interface changes, and how you could possibly retrieve the 0.3.4 standards.

How to get started? (Information for new players)

If you'd like to dive in immediately, your best bets are to either start up a game and choose one of the tutorials (press **Ctrl-T** when asked for species), or print **quickstart.pdf** (in the **docs** directory). Studious readers might want to browse the manual (see below). Note that you can read both the quickstart text and the manual in-game; pressing **?** brings up a menu for that.

Internet play

You can play CRAWL online, both competing with other players and watching them. Check the homepage <http://crawl.akrasiac.org> for details, including information about additional servers. You just need a `ssh` or `telnet` console; on Windows, the **PuTTY** program works very well. Read **ssh.guide.txt** in the **docs** folder for a step by step guide on how to set this up.

Tiles

CRAWL features an alternative to the classical ASCII display; Tile-based Crawl is often a lot more accessible by new players. Tiles are available for Linux, Windows and OS X. Unfortunately, it is not yet possible to combine tiles and Internet play.

The most important files

The file **crawl.exe** (just **./crawl** if on Unix) in CRAWL's main folder starts the game.

The **settings** directory contains **init.txt**, the options file for CRAWL (on Linux systems there may also be a **.crawlrc** in your home directory). Since the defaults are well-suited for playing, you can ignore these at first.

This folder may also contain **macro.txt**, a list of redefined key bindings and macros. These make playing CRAWL even more convenient. You will probably not need to redefine key mappings until after you have spent some time playing the game.

The following files in the **docs** directory may be helpful, all of which can be read in-game (press **?**):

crawl.manual.txt is the full manual. It explains all species, jobs, item types etc. If you do not delight in manuals, you can put off the reading this file until later.

options.guide.txt describes all the options in minute detail. While tweaking these can improve your CRAWL experience, you will probably prefer to skip this at first.

macros.guide.txt explains macros and key bindings. You should probably ignore this at first, too.

Contact

If you have questions concerning the game, or think you have found a bug, there are several places to contact the developers.

First, you are encouraged to file bug reports and feature requests on the CRAWL homepage at <http://crawl-ref.sourceforge.net>. From there, you can also download the most recent version (both binaries or source, for Unix, Windows, OS X, and DOS).

Next, there is the newsgroup **rec.games.roguelike.misc**. Since other games are discussed there as well, it is polite to flag your post with **-crawl-**. If you are not familiar with Usenet netiquette, you might want to check that first, too. Also try to maintain netiquette for the benefit of your addressees.

Finally, you can use the mailing list **crawl-ref-discuss@lists.sourceforge.net** to discuss specific details of the game's design and implementation.

License and history information

This is a descendant of LINLEY'S DUNGEON CRAWL. Development of the main branch stalled at version 4.0.0b26, with a final alpha of 4.1 being released by Brent Ross in 2005. Since 2006, the DUNGEON CRAWL STONE SOUP team has been continuing the development. See the **CREDITS** in the main folder for a myriad of contributors, past and present; **license.txt** contains the legal blurb.

DUNGEON CRAWL STONE SOUP is an open source, freeware roguelike. It is supported on Linux, Windows, OS X and, to a lesser extent, on DOS. The source should compile and run on any reasonably modern Unix. STONE SOUP features both ASCII and graphical (Tiles) display.

CRAWL gladly and gratuitously uses the following open source packages; the text files mentioned can be found in the **docs/license/** folder:

The **Lua** script language, see **lualicense.txt**.

The **PCRE** library for regular expressions, see **pcre_license.txt**.

The **Mersenne Twister** for random number generation, **mt19937.txt**.

The **SQLite** library as database engine; it is properly in the public domain.

The **SDL** and **SDL_image** libraries under the LGPL 2.1 license: **lgpl.txt**.

How you can help

If you like the game and you want to help making it better, there are a number of ways to do so:

Playtesting: At any time, there will be bugs — playing and reporting these is a great help. There is a beta server at <http://crawl.develz.org> hosting the most recent version of the code. Besides pointing out bugs, you are also welcome to bring up ideas on how to improve interface or gameplay. Bugs and new ideas can be added and discussed on the homepage, <http://crawl-ref.sourceforge.net>.

Vault making: Crawl uses many hand-drawn (but often randomised) maps. Making them is fun and easy. It's best to start with simple entry vaults (glance through **dat/entry.des** for a first impression). Later, you may want to read **docs/develop/levels/introduction.txt**. If you're ambitious, new maps for branch ends are possible, as well. If you've made some maps, you can test them on your system (no compiling needed) and then just mail them to the mailing list.

Speech: Monster talking provides a lot of flavour. Just like vaults, speech depends upon a large set of entries. Since most of the speech has been outsourced, you can add new prose. The syntax is effective, but slightly strange, so you may want to read **docs/monster_speech.txt**. Again, changing or adding speech is possible on your local game. If you have added something, send the files to the list.

Monster descriptions: You can look up the current monster descriptions in-game with **?** or just read them in **dat/descript/monsters.txt**. The following conventions should be more or less obeyed: Descriptions ought to contain flavour text, ideally pointing out major weaknesses/strengths. No numbers, please. Citations are okay, but try to stay away from the most generic ones. If you like, you can similarly modify the descriptions for features, items or branches.

Tiles: Since version 0.4, tiles are integrated within CRAWL. Having variants of often-used glyphs is always good. If you want to give this a shot, please contact us via the mailing list.

Patches: If you like to, you can download the source code and apply patches. Both patches for bug fixes as well as implementation of new features are very much welcome. Please be sure to read **docs/coding_conventions.txt** first.

Thank you, and have fun crawling!