

# DUNGEON CRAWL: 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, fighting and magic that is renowned for its intricate skills and religion systems. Success requires tactics, strategy, and perseverance. Though CRAWL's reputation is close to devilish, victories were reported...

This page explains the various important files. The next page lists a number of important changes introduced in version 0.4. The last two pages give a very brief introduction to the game, which should be enough to get you started. If you are completely new to this type of game and still want to plunge right in, start up a new game and select a tutorial (press **T** when asked for a species).

## The most important files

The file **crawl.exe** 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 also contains **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:

**crawl\_manual.txt** is the full manual. It explains all races, classes, item types etc. If you do not delight in manuals, you can put off the reading this file until later. You can browse the manual while playing (press **?**).

**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.

**crawl\_macros.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, 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 to the benefit of your addresses.

Next, 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).

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

## Internet play

You can play CRAWL online, both competing with other players and watching them. Check the homepage **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 easier 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.