

NAME

nethack - Exploring The Dungeons of Doom

SYNOPSIS

Double click on the icon labeled NetHack to launch it.
All associated files must be in the same folder as the
nethack application.

DESCRIPTION

NetHack is a display oriented Dungeons & Dragons(tm) - like game. Both display and command structure resemble rogue. (For a game with the same structure but entirely different display - a real cave instead of dull rectangles - try Net-Quest.)

To get started you really only need to know two commands. The command ? will give you a list of the available commands and the command / will identify the things you see on the screen.

To win the game (as opposed to merely playing to beat other people high scores) you must locate the Amulet of Yendor which is somewhere below the 20th level of the dungeon and get it out. Nobody has achieved this yet and if somebody does, he will probably go down in history as a hero among heros.

When the game ends, either by your death, when you quit, or if you escape from the caves, hack will give you (a fragment of) the list of top scorers. The scoring is based on many aspects of your behaviour but a rough estimate is obtained by taking the amount of gold you've found in the cave plus four times your (real) experience. Precious stones may be worth a lot of gold when brought to the exit. There is a 10% penalty for getting yourself killed.

The -n option suppresses printing of the news.

The -u playername option supplies the answer to the question "Who are you?". When playername has as suffix one of -C -F -K -S -T -W -N -A -P -V -E or -H then this supplies the answer to the question "What kind of character ... ?".

The -s option will print out the list of your scores. It may be followed by arguments -X where X is one of the letters C, F, K, S, T, W, N, A, P, V, E, H to print the scores of Cave(women), Fighters, Knights, Samurai, Tourists, Wizards, Ninjas, Archaeologists, Priest(esse)s, Valkyries, Elves, or Healers. It may also be followed by one or more player names to print the scores of the players mentioned.

Command line options may be set by holding down the mouse button when launching and typing -[option] at the prompt "Enter Unix command line"

AUTHORS

Jay Fenlason (+ Kenny Woodland, Mike Thome and Jon Payne) wrote the original hack, very much like rogue (but full of bugs).

Andries Brouwer continuously deformed their sources into the current version of hack which is common - in fact an entirely different game (version 1.0.3 at the time of this writing).

Mike Stephenson has continued the perversion of sources adding various warped character classes and sadistic traps with the help of many strange people who reside in that place between the worlds, the Usenet Zone.

Don Kneller, Gil Neiger, Scott Turner and Ken Arromdee deserve special mention in this regard.

The resulting mess is now called NetHack (or NetQuest), to denote its development by the Usenet. Andries Brouwer has made this request for the distinction, as he may eventually release a new version of his own.

The port to the Macintosh was done by Byron Han using Lightspeed C™ 2.11 and code provided by Michael Kahl of Think Technologies for the port of Hack 1.0.3 to the Macintosh®. Portions of the Macintosh® version are Copyright THINK Technologies.

FILES

nethack	The hack program.
data, rumors	Data files used by hack.
help, hh	Help data files.
record	The list of topscorers.
save	A subdirectory containing the saved games.
bones_dd	Descriptions of the ghost and belongings of a deceased adventurer.
xlock.dd	Description of a dungeon level.

ENVIRONMENT

USER or LOGNAME	Your login name.
HACKOPTIONS	String predefining several hack options (see help file).

Several other environment variables are used in debugging (wizard) mode, like GENOCIDED, INVENT, MAGIC and SHOPTYPE.

These may be set in the Macintosh version by creating a named "STR " resource with name "USER", "LOGNAME", or "HACKOPTIONS".

BUGS

Probably infinite.

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