

GAME DUDE

POWDER



ABOUT POWDER

To understand POWDER, you should first understand roguelikes.

"Roguelike" is a term applied to a wide variety of games which share a common inspiration from the game Rogue. A non-exhaustive list of such games would be: ADOM, Nethack, Crawl, Diablo (I & II), Moria, and Angband. My apologies to the many excellent roguelikes I didn't list. What characterizes these games? The exact specifications are a matter of debate - indeed, I may receive hate mail for including Diablo - but I shall try to write a few:

Tactical Play

The unit of action is based on the individual adventurer. The game is not twitch oriented (like Quake, rewarding reflexes & well trained actions) nor is it strategy oriented (like Civilizations or Warcraft, requiring working on the large picture).

Based in Hack & Slash

A roguelike isn't primarily about plot development or telling a story. It is about killing things and acquiring treasure.

Random Games

A roguelike is a dungeon crawler where no two games are the same. The maps are different, the items are different, there are no guaranteed win paths.

Permadeath

You die, that is it. No restoring a savegame. Good roguelikes delete your save game after loading them. This is compensated by the replayability of the game.

Complex interactions of properties

While the commands for a roguelike are simple, the potential interactions are not. My favourite example is equipping a silver ring as a weapon in order to damage a creature vulnerable to silver, but not one's other weapons (This matches the Hack branch of the roguelike tree, not the Angband branch).

Steam rolling monsters

If a critter is in your way, and weak, you shouldn't even notice it is there.

Having defined Roguelike. POWDER is easy to describe:

A Roguelike designed for the Gameboy Advance and Nintendo DS.

HOW TO WIN

Descend into the depths of the dungeon until you reach the foul daemon known as "He who the author cannot spell consistently", or, Baezl'bub. When you have slain Baezl'bub in heroic combat, or, if Baezl'bub dies in any way, retrieve his black heart and bring it to the surface world.



You may then go the nearest newsgroup such as [rec.games.roguelike.misc](https://www.ietf.org/mail-archives/rec.games.roguelike.misc/), and post YAAP (Yet Another Ascension Post).

ORIGINS OF POWDER

POWDER is a roguelike originally developed specifically for the Gameboy Advance (GBA). It is not a port of an existing roguelike as the controls of the GBA are very different from the traditional keyboard, and the screen imposes some additional limitations. It is built around replayability and long term ergonomics, not short term learning. It uses actual graphic tiles (16x16) rather than the traditional characters.

I created POWDER for one simple reason: I wanted a roguelike on my GBA. The standard RPGs were annoying me with endless battle screens against weak enemies to unfold a drug induced plotline. I wanted a game I could just jump into, and start killing things. Having had more hours than I'd care to log playing Nethack, ADOM, and the Diablos, I knew the exact type of game I wanted. The problem was I didn't see anyone publishing it any time soon.

OWDER has grown from these humble beginnings. Years of polish have resulted in a game which can stand on its own without needing to rest on its uniqueness in the handheld space. This is fortunate as Nethack can now be played effectively on the Nintendo DS.

POWDER was developed with HAMlib.

NOTES



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This gaming collectible is published by Mega Cat Studios. Powder is created and owned by Jeff Lait.