

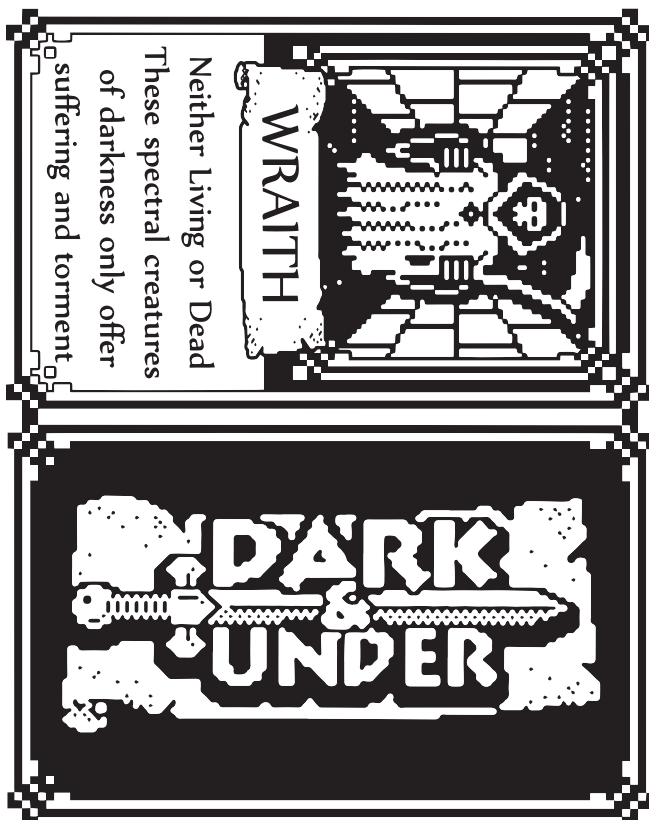
DARK & UNDER

SIZED FOR UNSCALED PRINTING ON A4



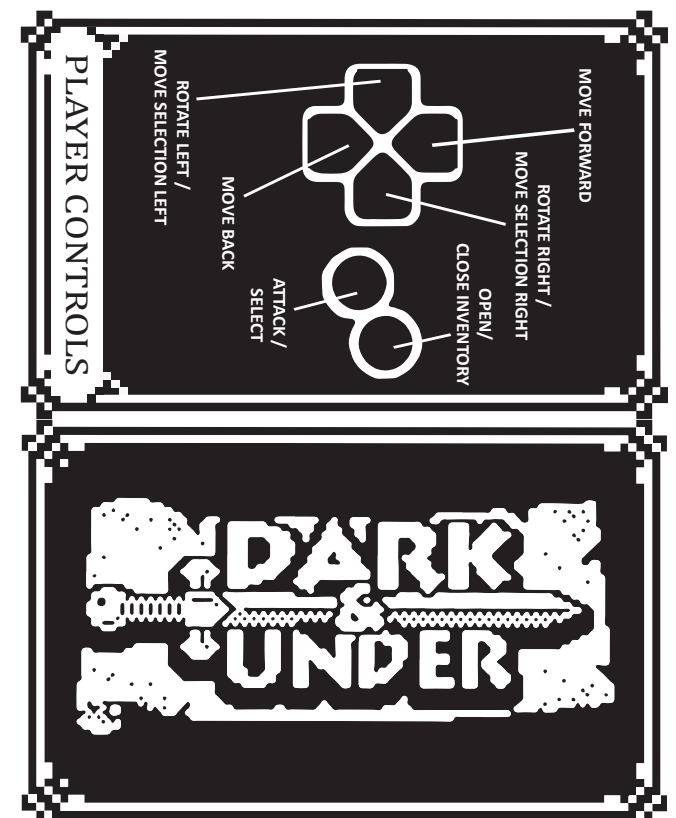
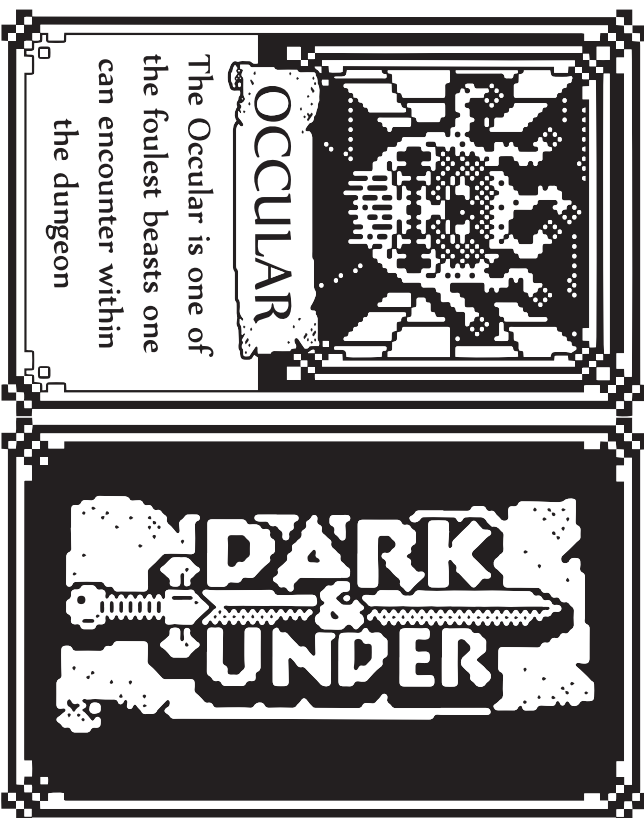
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CREDITS SCREEN

To get back to the Splash/Menu, use the cancel button



GAME SCREEN

The game screens carries vital information:

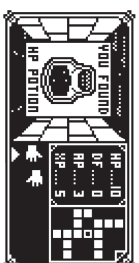


CHARACTER STATS:

- HP (Hit Points)
 - DF (Defense)
 - AP (Attack Power)
 - XP (Experience)
- How much damage the hero can take before dying
- In combat, a roll on Defense will help mitigate some incoming damage
- The efficiency of the hero's weapon in combat, a roll on Attack Power will determine how much damage the player does to its enemy.
- Experience points earned for defeating enemies
- Every 50 points, players will be able to purchase an additional point in AP or DF

COLLECTING ITEMS

As you venture deeper in the dungeon, you will find items to help you in your quest.



When you find an item to collect, a pop-up message will appear on your screen.

- A) Item options: you can take the item (hand icon) and send it to an empty slot in your inventory or not take it (trash icon) leaving the item in place.

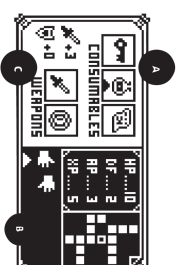
If your inventory is full, you will not have the option to take the item until you free an inventory slot.

COLLECTIBLE ITEMS:

- Potion: Restore 7 HP.
- Can also be used in combat
- Magic scroll: will allow you to cast 1 fireball when in combat. The option will be present if you have any scroll left in your inventory.
- Key: will allow you to open locked doors.
- Disappear from your inventory upon usage.
- Shield: gives you a permanent +1 bonus point on Defense (DF).
- Sword: gives you a permanent +1 bonus point on Attack (AP).

INVENTORY

The inventory allows you to manage the items you collected during your adventure.



- A) Carried items: Select using <- and -> and validate usage with B
- B) Item options: Once an item is picked and validated, B brings the options you can use an item (thumbs up icon) or discard it (thumbs down icon) Discarding an item destroys it permanently
- C) Weapons and shields go directly in the proper slots and more powerful items automatically replace lesser items as you collect them

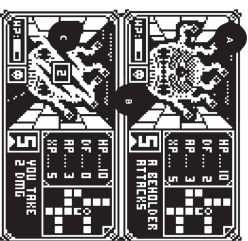
- D) Empty inventory slots
- E) The total of DF (Defense) and AP (Attack Power) your items contribute to.

COMBAT

The dungeon is infested with dangerous enemies that will attempt to stop you in your quest.

Once you encounter an enemy, the fight gets resolved in several steps:

ENEMY TURN:



- A) Enemy visualization
 - B) Enemy HP bar
- When you are being attacked, you will be notified by the "An enemy attacks screen."

- C) The damage the enemy does to you will be shown on the screen, and in the description area. That damage will be subtracted to your HP total.

The damage an enemy does results from a roll on the enemy's attack power (hidden to the player). Be careful, some creatures that dwell in the maze are quite formidable foes!

PLAYER TURN:



After the enemy turn comes the player turn.

- A) The player can choose one of four possible actions: Fight, Defend, Cast Magic, Drink a potion

The player selects one option by using <- or -> and validating with B.

FIGHT OPTION:



If the player chooses to fight, the "player attack" screen will show how much damage the player is doing to its foe.

The amount of damage the player does is determined by a roll on its AP (Attack Power).

The game will then move automatically to the ENEMY turn.

DEFEND OPTION:



If the player defends, a "player defends" screen will show how much damage the player takes, and how much he or she deals.

The amount of damage a player takes is determined by a roll on the enemy's AP (Attack Power).

When defending, the player always deals 1 damage to the enemy.

The game will then move automatically back to the PLAYER turn.

CAST MAGIC OPTION:



If the player chooses Magic, a "spellcasting" screen will show how much damage the player does to the enemy.

A fireball spell will do 5 damage. Once casted, the scroll will be removed from the player's inventory and the amount of MA (magic) will decrease by one.

The game will then move automatically back to the ENEMY turn.

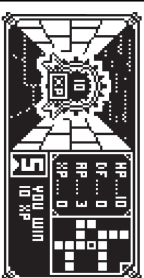
DRINK A POTION OPTION:



If the player chooses to drink a potion, he or she will gain 7HP back. The potion will be removed from the player's inventory.

The game will then move automatically back to the PLAYER turn.

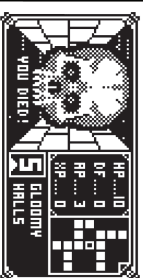
WINNING A FIGHT



When an enemy HP reaches zero, the player is taken to a win screen and awarded a certain amount of XP.

Every time a player reaches 50XP, the player may select a bonus point between DF or AP

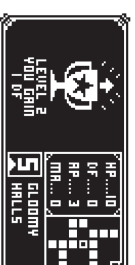
LOSING A FIGHT



If the player's HP reaches zero, the player dies and must restart the game.

LEVELLING UP

When you triumph over your foes, you become more powerful



Each enemy slain yield you a certain amount of XP. Every time you accumulate 50XP, the player may trade these against a 1 bonus on your DF (Defense) or AP (Attack Power)

EXITING A LEVEL



Reaching the exit of a level will trigger an "exit level" screen and you will be teleported to the next screen

VICTORY!

Defeat the dragon to conquer its treasure and become the new king under the mountain.



When you restart the game, you will lose levels and inventory items

*Not Actual Screen