

DUNGEONS



Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

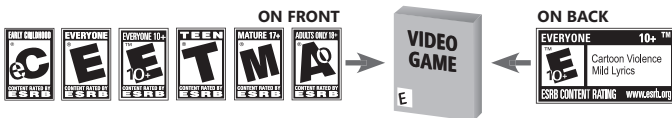
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



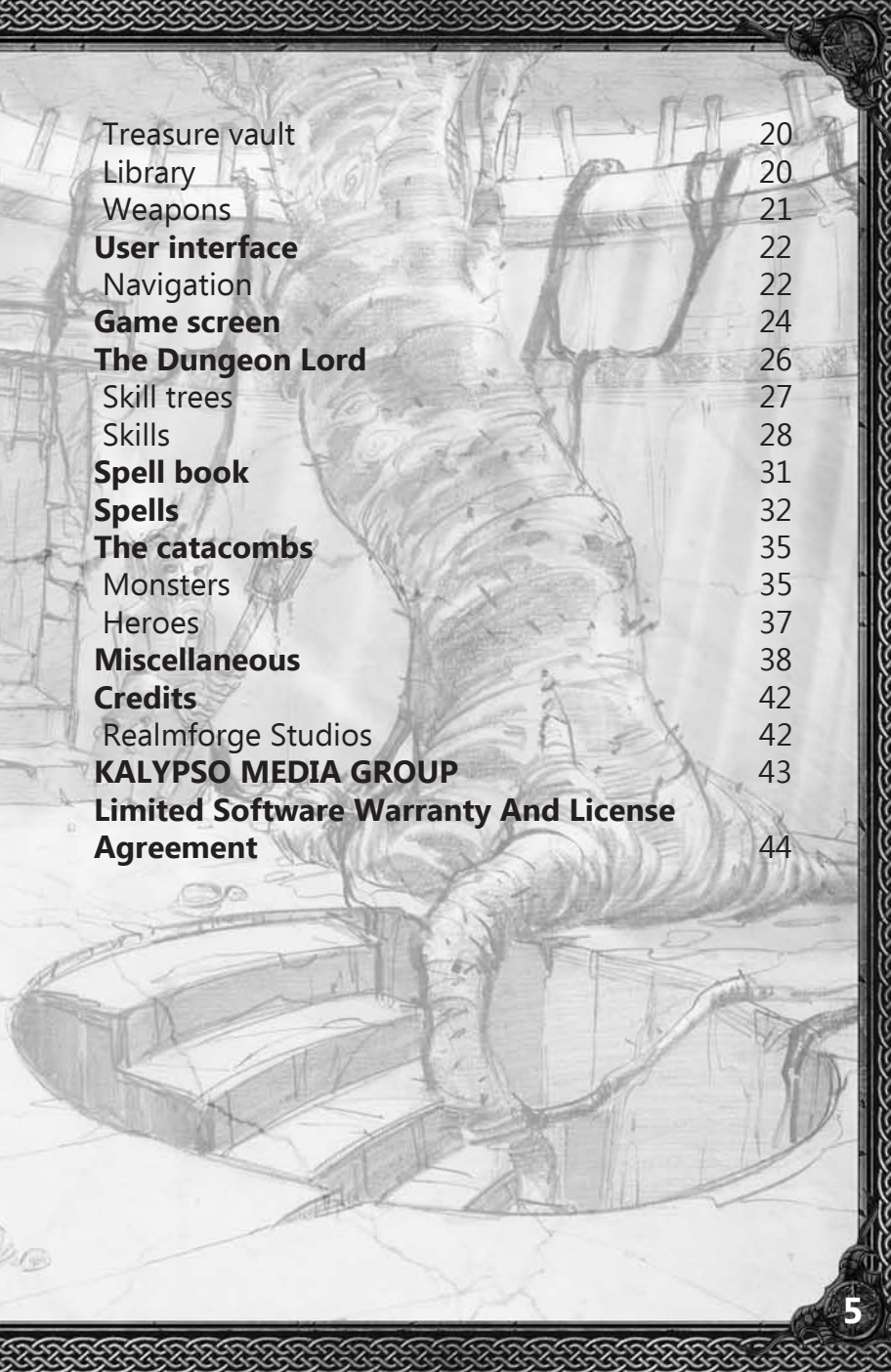
For more information, visit www.ESRB.org.

Family Settings

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. For more information, go to **www.gamesforwindows.com/isyourfamilyset**.

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The idea behind Dungeons

You may have heard about those games known as Action-RPGs. Did you ever wonder why in those games, the dungeons always look the way they do? Why do they always contain such fantastic treasures and wondrous magic items? Why are they always inhabited by a number of monsters which savagely attack heroes, but are individually much too weak to actually win the fight? Why do they never regroup in enough numbers to really even try winning the fight? Why do the monsters get stronger when the heroes improve their skills and abilities? Why is it that the real boss only shows up once the heroes are finally strong enough to win?

In DUNGEONS, we are trying to provide you, dear player, with the answers to all those questions. Even better, we're giving you an opportunity to build and develop such dungeons. It's up to you to decide where to place the monster spawns, where to lay gold and equipment for the invading heroes, and so on. Yes, in DUNGEONS, you are the ugly, rogue Dungeon Lord. You'll soon find out you won't be building your dungeon just for the sake of heroes, but because it serves your own purposes: strong, happy heroes develop more soul energy, and that's exactly the kind of energy you need to get stronger, in order to get rid of your own opponents. It all comes down to this: make the heroes happy, because that's how you'll be the strongest Dungeon Lord!

Introduction

Welcome to Dungeons!

A powerful hero walks the shadowy halls, strikes down mighty monsters and rises to glory and fortune. Haven't you seen this a thousand times already? Maybe it's time to change sides and show those heroes who really is the master in those dungeons!

This time, you take on the role of a powerful and vicious Dungeon Lord, in order to build and expand your own little infernal realm in the underworld. Your army of Goblin workers is waiting for your orders, ready to dig corridors, rooms and traps as you see fit. Heroes will soon start invading your dungeon, looking for gold and glory. Of course, you could eliminate them by just flicking your finger. However, wouldn't it be much more entertaining and useful to actually make them happy first... then take it ALL away?

Let the heroes find a couple treasure chests, maybe even some equipment. Let them win some fights against expendable minions, guide them deep into the heart of your dungeon, look after them, satisfy their needs...and when they're happy enough it'll be time to harvest what you patiently grew. The happy heroes will be full of valuable soul energy, which you'll extract with utmost pleasure in your jail or in your torture chambers!

But even though those so-called fighters are a valuable resource, you should never underestimate them. Once you have beaten up several of their friends, they'll get away and ask more powerful champions to come destroy what you built. You may even have to discard your principles and find that paying a small fee is an easier way to solve your problems!

You should also not focus all your attention on the heroes, as you need to keep an eye on the underworld as well. The competition is fierce among the Dungeon Lords, and your opponents would certainly like to claim your dungeon as theirs. If this wasn't already enough to keep you busy, you also have to take care of your own minions and do what your superiors ask of you, however crazy those requests may be. It's simply natural that a vicious and underwordly creature like you has to earn his place in the hierarchy!

History of the underworld

The history of DUNGEONS tells us the story of the most powerful of the Dungeon Lords. Our protagonist fell victim to a plot hatched by his vile, nasty and thoroughly vicious ex-girlfriend Calypso (do not mistake her for the sound-alike game publisher-honest!) and finds himself at the bottom of the underworld hierarchy or on top of the dungeon pile, which is about as bad as it can get. In the course of the story, our Dungeon Lord will fight to make his way back to the upper ranks and take revenge against Calypso. He will also have to confront his new opponents, the Zombie King, the most intelligent undead creature you could imagine, and the hot-blooded Minos, who knows only one way to solve problems: with violence or a little more violence.

Thank you!

We would like to thank you for purchasing DUNGEONS. Thanks to you, a poor and hungry game developer's needs will be looked after for a whole month. You could also decide to adopt a poor and hungry game developer. Visit sadandpoorgamedevelopers.realmforgestudios.com to know more.

If you did not buy this game in a legal way, please erase the above paragraph and replace it with the following: "We know who you are! Your treachery is known! Because of you, ungrateful hacker, poor and hungry developers will keep on weeping!"

In any case, we would like to thank you, dear reader, for having read this manual up to this point already. Pretty much everybody here believes no one actually reads this stuff, that we could describe this manual as "Number X of things nobody needs", "valuable time lost on nothing" or "Just let him do his manual or he'll make a fuss". It really makes me happy, that you are still actually reading!

Installation

Close all active tasks before you start installing DUNGEONS.

WARNING: Make sure you have administrative rights to install and launch the game. Otherwise, you could face unexpected issues, crashes or other problems.

To install the game:

1. Insert the DVD in your DVD-ROM player,
2. Click on Install in the menu that should display itself automatically. If that menu doesn't display automatically, please open your Computer and double-click on the DVD-ROM icon or launch Setup.exe from the DVD.
3. Follow the installation prompts as displayed,
4. Start playing and have fun.

In the course of the installation process, the setup program will ask where to install the game. An icon for the game will be added on your Desktop and in the Start menu.

Other components will also be installed on your computer during the setup process, notably DirectX9.0c, Visual C++ Redistributable and the .Net Framework 3.5. DUNGEONS needs those components to be installed to work properly.

System requirements

Minimum system

Operating system: Windows 7/Vista/ XP SP2

Processor: 2.0 GHz Dual Core

Memory: 2 GB RAM + 2GB free space on the HDD

Video card: 256 MB DirectX 9.0c compatible Shader 3.0 video card

Recommended system

Processor: 2.6 GHz Dual Core

Memory: 4 GB RAM

Video card: 512 MB DirectX 9.0c compatible Shader 3.0 video card

Such as NVIDIA GeForce Series 9 or more recent, ATI Series 4 or more recent

Kalypso Launcher

DUNGEONS includes an automatic updater, which automatically looks for updates when you launch the game. In order for this program to work correctly, you have to create an account, for instance the first time you start the game. Your computer also has to be connected to the Internet for the launcher to work.

Quick start





Main menu

When you start the game, you access the Main menu and the following items are available:

Load Campaign

Select this item to load the Campaign where you left it. If this is the first time you play the game and haven't yet started a campaign or saved your progress, this item will not be displayed. If this item displays when it shouldn't, something is wrong, but of course, this will be our fault.

New Campaign

Select this item to start a new campaign from scratch.

Single Play

You also have the option to play a single map (whether one of our maps or a map created by the community).

Load

Select this item to access a screen on which you can select which save you want to load.

Options

Select Options to change your Graphic, Audio or Gameplay options – you also can change or check the controls for the game.

Credits

Select this item to access one very important screen, where you'll see the names of the most wonderful and creative geniuses who created, designed and developed this game!

Quit

Select this item when you want to quit the game and return to Windows.

[illegible]

1. Name of the selected mission

In the course of each mission, you will have a number of objectives to reach. For each objective, you earn a skill point that can be spent in your skill trees.

Achievements are challenges you can undertake. If you manage to reach the goals of an achievement, you earn an attribute point, which can be freely spent.

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The game

Gameplay

In DUNGEONS, you are a powerful and vicious Dungeon Lord. Your goal is to build a dungeon (that's where the game name comes from, aren't we just the most creative people ever?).

But, as everybody knows, heroes just love visiting dungeons in their quest for gold and glory. Those heroes will be looking for fun, for plunder, for combat... for whatever rampaging heroes could be looking for. As a Dungeon Lord, this actually means two things for you.

On one hand, in each dungeon, there is a dungeon heart. This dungeon heart is your most precious possession, the nexus of your power. As you can imagine, would-be heroes just dream of stealing this kind of power away from you. If your nexus is destroyed, your dark reign is over and the game is lost. Therefore, you have to do whatever is needed to keep the heroes far from your dungeon heart.

On the other hand, heroes are the best source of your most precious resources. In DUNGEONS, there are actually two different resources. The first one is gold. Heroes exploring dungeons always carry a lot of riches, and those riches are yours to take once the heroes are defeated. You can also let your valiant Goblin workers dig the gold out of gold veins for you. The second, most important resource, is soul energy. Ah! The sweet smell of soul energy! As we already discussed, this energy emanates from heroes, but it should be noted that you can harvest more of it from happy heroes than from unhappy ones.

This means you will have to make sure the needs of the heroes visiting your dungeon are satisfied in order to best harvest them of their soul energy. Of course, this means you have to make your dungeon a place that heroes will want to visit. You need to have a little gold here, a little magic weapon there, etc., all ripe for the taking. The right monsters have to be on the right spot, at the right time, and so on. Imagine those heroes are little piglets. You will want to feed them and make sure their needs are satisfied, until the time has come to slaughter them! At that time, you will find some tools, such as a jail or a torture chamber, are excellent means to harvest even more soul energy from those heroes.

Every object you can build in your dungeon will be described later on as "Gimmicks". No wonder we don't do gimmicks anymore...

Heroes and their needs

Heroes have a number of needs and you have to satisfy those in your dungeon. Pay attention though, as all heroes do not have the same needs. As a matter of fact, heroes are defined by their class, such as Warrior or Mage. Each class can have up to three specific needs.

Each "need" of a hero has a specific value, which defines how important that need is for the hero. For instance, if a hero has a need for 100 Treasures, that means this hero will collect up to 100 gold pieces. The sum of all needs determines the maximum soul energy of a hero.

If your dungeon does not satisfy the needs of a hero, that hero could start being unsatisfied and after a while, the only thing the hero will try to do is destroy your dungeon heart. And worse, an unhappy hero will make other heroes around him unhappy too!

WARNING: If you manage to make a hero totally happy, you will get his overall soul energy as a bonus. If you beat that hero down afterwards, you will harvest his soul energy a second time! Otherwise, a totally happy hero will start to head out to the nearest heroes' entrance, to leave the dungeon with the gold and items he collected. You'll have to be fast to avoid seeing your "guests" leave that way.

Need Types

Treasures



Heroes are always looking for treasures. They're happy if they can fill their pockets with gold. Be careful though, as this is your gold we're

talking about. If the hero leaves your dungeon, this is your gold reserve that's leaving too! As long as you intercept the hero on time, that's ok though, as this not only will you get back all he took from you, but even more!

Equipment



The hero is looking for equipment. He is happy when he finds a new sword to put in his backpack. Don't forget those heroes always look for better equipment, and that means they'll be harder to actually subdue in the end!

Killing monsters



This hero, which is often called "Damage Dealer," has sadistic ways and just looks for monsters to fight, strike down and kill. The stronger the monster, the happier the hero. Be careful not to confront him with a monster too strong for him, or he could just get pummeled and you'd lose all his precious soul energy!

Taking damage



Some heroes, which others call "Tanks" have a very strange need because of their masochistic ways: they like taking damage during fights. Be careful though, as again, if your monster kills the hero rather than just beat him up a little, you'll lose his precious soul energy it took so long to build up.

The background is a detailed pencil-style illustration of a stone dungeon. On the right, a character with pointed ears and a hooded cloak stands on a stone ledge, looking down. The architecture features large stone blocks, arches, and a wooden door in the distance. The overall tone is somber and atmospheric.

Knowledge

This hero is looking for knowledge. He enjoys nothing more than finding a library in the depth of your dungeon, where he'll learn new spells or dig out forgotten knowledge. Be mindful though, that with knowledge comes power, and that hero could end up being a very mighty foe!

Traps

This hero likes to jump, fall and disarm traps. If there's a trap, a gap, ledges... anything that will let him demonstrate his aerobatic or disarming skills, he is happy. Careful though, as only the Thief and Assassin classes can fall into traps without hurting themselves badly. Every other class of hero will get hurt by traps, and could even die...and you already know what that does to your soul energy-collection program.

Healing

This kind of hero just feels the need to be useful to others. Of course, that means you have to give them something to heal first...

Items

Dungeon Heart



The dungeon heart is, as the name indicates, the heart of the dungeon and the nexus of power of the Dungeon Lord.

If the dungeon heart is destroyed, you lose the game. It also gives you access to the following options:

- Increase the Goblin population cap
- Spawn a powerful guard to defend the dungeon heart against heroes
- Repair the dungeon heart
- Raise the level of all the monsters in your dungeon



Heroes' entrance



This is where the heroes enter your dungeon and start having fun. A few entrances are opened right from the start, but others are still closed. Before you open new entrances, make sure you can handle a rise in the number of heroes visiting your dungeon, or you may end up not being the master anymore! Next to each closed entrance, you will be able to see how many heroes of which class would enter your dungeon if you open it. There are some secret entrances too, and you won't have any details for those.

Rock, stone, earth

Your loyal Goblins only await your orders to dig the earth, stone and rock and shape corridors and rooms as you see fit. Don't forget that digging time depends on the stone quality. The hardest stone is granite, and even your worthy Goblins won't be able to dig through such a hard stone.

Monster shelters



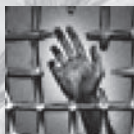
The monster shelters are already placed on each map and each one spawns a specific type of monster. If you manage to get a monster shelter in your influence sphere, you can place a pentagram for those monsters in your dungeon and you also increase your population cap.

Pentagram



You can place pentagrams yourself in your dungeon, and each one allows you to call a certain number of specific monsters. If one of those monsters dies, a new one will respawn shortly after for free at the pentagram. Monsters satisfy the needs of heroes and protect your dungeon. A pentagram also increases your influence sphere, the area in which you can build things and your field of view. Creating a pentagram has a cost in resources and in population.

Jail



When you defeat a hero, you receive a part of his soul energy. But unfortunately, the remaining soul energy evaporates and is wasted. If you want to avoid wasting this valuable soul energy, you can ask your Goblins to drag the heroes to your jail, where the remaining soul energy will be harvested. Later on, you will have access to other premises, such as the torture chamber or the sacrificial altar, which are even more efficient at harvesting soul energy from the heroes.

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Treasure vault



Treasures, of course, are a way to satisfy the heroes' need for treasures, and you can place them where you see fit in your dungeon. When you decide to build a treasure vault, it's initially empty. Your faithful Goblins will automatically fill it up, but with your own precious gold! Worse, if a hero actually loots your vault and takes off, that gold is lost forever!

Library



Libraries will help you fill the need for knowledge. They are a tad more complex than treasure vaults. The libraries are used in the following way: a hero comes by and reads the various books and scrolls. Once he has learned everything he can from the library, its knowledge is not interesting anymore. But since heroes usually have a bad memory, they will forget what they read over time, and they will find the library to be very interesting again.

There are three different types of gimmicks that can be found in a library: capacity gimmicks, interaction gimmicks and efficiency gimmicks.

Capacity gimmicks define how much overall "happiness" a room can actually provide. Place multiple capacity gimmicks to increase the happiness level of a library.

Efficiency gimmicks define how fast a room refills its capacity, as when a hero uses the library, he actually depletes its capacity. Place multiple efficiency gimmicks to make the library generally more efficient.

Interaction gimmicks define how much capacity a hero can actually

extract from the library before he gets bored and moves on. Note that you actually can build only one interaction gimmick per library!

Weapons



Weapon caches hold the weapons and equipment that will satisfy a need for equipment. They work just like the libraries, however they don't refill automatically by themselves, instead being filled by your hardworking Goblins. The more efficient the room is, the faster the green skins work.

Prestige gimmicks

Prestige gimmicks or decorations improve the overall... well, prestige, of your dungeon. Prestige is something very important for you, as the more prestige you have, the more powerful you get and the stronger the heroes are that come and visit your dungeon. But that's not all, as most gimmicks cannot be built until you reach a certain level of prestige.

Prestige gimmicks have other uses. For instance, heroes find such decorations just great. And this is important, as under normal circumstances, heroes will soon get tired of visiting your dungeon and start heading towards your dungeon heart. Prestige gimmicks will leave the heroes in awe and they won't so quickly decide on looking for your dungeon heart and destroy your place.



User interface

Navigation

Selecting an item/a unit	Left click
Highlighting a stone to dig	Left click on an unselected stone
Canceling dig order	Left click button on a selected stone
Moving Dungeon Lord	Right click on destination
Interacting with item/unit (attacking hero, opening closed heroes' entrance...)	Right click on item/unit
Rotating camera	Hold right mouse button, or press Q or E
Zoom	Mouse wheel
Moving camera	Place mouse cursor on the screen edges, or AWSD, or hold middle button and move the mouse
Center camera on dungeon heart	H
Center camera on Dungeon Lord	Z
Switch to overview	Hold space bar
Building cam/Follow cam	Press Tab or use spell to see through the eyes of the Dungeon Lord
Use selected spell on target	Customizable control – Left click per default
Building selected gimmick	Customizable control – Left click per default
Rotating gimmick to build	Hold left mouse button and move the mouse

Highlight all units on screen	Press Shift
Always highlight units on screen	Press CapsLock
Use quick spell selection	Press 1 to 9
Display other quick spell page	Press Ctrl+1 to 9
Quick save	Press F5
Quick load	Press F6
Pause menu	Press ESC
Skill tree	Press T
Spell book	Press B
Attributes	Press C
Logbook	Press L
Overview map	Press M
Interact/Select	Left click
Skip dialog	Press space bar



Game screen



1 Minimap

An overview of the map. In the lower left, you can see Zoom buttons + and - Click the button in the middle to open the large overview map.

2 Quick spell list, Health and Mana gauges

You can add spells from your spell book or even rooms from the building menu to your action bar, just by dragging them into place. You can then use them directly by pressing keys 1 to 9 or by left clicking their icon in the action bar.

On top of the action bar, you can see your health and mana gauges. Don't worry if your lord's HPs are drained, as you won't die or lose the game: you'll just respawn at your dungeon heart, but it will be a little damaged each time you die.

3 Menus and giving orders

From left to right, these buttons grant access to specific menus: Pause menu, Attributes, Skills, Spell book and Logbook.

Next to their lifebars, you can see small buttons for your Goblins, which help you tell them what to do and what not to do. You can't give them more specific orders.

- Jail: Goblins will take defeated heroes to the nearest available jail
- Gold: Goblins will collect the loot that fell from defeated heroes

Influence of the gimmicks:

- Goblins work automatically to fill empty weapon caches
- Goblins automatically fill treasure vaults with gold, as long as you have enough gold
- Goblins automatically reset sprung traps
- Digging: Goblins always try to dig the stones you highlighted in order to create new corridors or new rooms

4 Building menu and resources

The available buttons describe the kind of gimmicks you can build. You can also see the resources available to build things.

5 Gimmick overview

If you have chosen a type of gimmick and clicked on it, you'll see the specific gimmicks you can build in that category.

6 Dungeon heart, Population capacity and Jail

The big red symbol represents the dungeon heart's energy. Always keep an eye on it, as if you lose your dungeon heart, it's game over! You can also see your population capacity, your jails and the number of Goblins currently at work. Left click on the dungeon heart to center the camera on it.



7 Mission objectives

You can see here what goals/objectives you have to achieve in this

mission.

The Dungeon Lord

Attributes

Your Dungeon Lord has different attributes which can be improved over the course of the game.

Strength

Strength means you can hit harder and do more damage per attack.

Dexterity

What's the point of striking hard if you can't actually hit your opponent? Dexterity improves both your attack and your defense. With improved Dexterity, you hit your opponent more often, but you also have more chances to avoid getting hit.

Intelligence

Intelligence is an important attribute, but it's even more important when it comes to spells and magic. First of all, Intelligence determines your maximum mana pool, but it also makes your spell more effective.

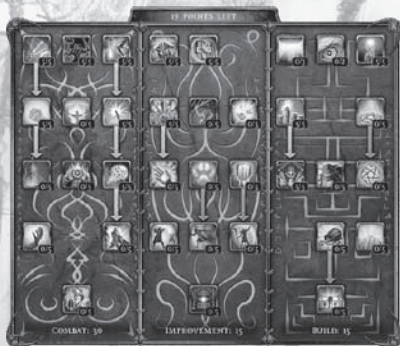
Constitution

If a low Constitution means you could faint from the slightest hit, a Dungeon Lord gifted with a strong Constitution can endure the attacks of multiple heroes without even noticing them. This attribute determines your maximum health points, but also your other resistances.

In the course of the campaign, your Dungeon Lord will have the opportunity to fulfill secondary objectives and earn attribute points, which can be freely spent. If you play a single game, you may trade your extra attribute points for resources.



Skill trees



In the course of the campaign, your Dungeon Lord will have the opportunity to fulfill secondary objectives and earn skill points, which can be freely spent to learn new skills or improve existing ones. If you play a single game, you may trade your extra skill points for resources.

In DUNGEONS, you'll find three different skill trees you can develop for you Dungeon Lord: Attack, Improvement and Building. Each of these trees offers different possibilities. As a general rule, skills are split between those you can activate, which are considered "spells", and those which are "passive". New skills you learn are added to your spell book, where you can access them. Passive skill are always "up" and don't have to be specifically activated to work.

Some skills lead up to others. If this is the case, you'll see arrows leading from one skill to another in the skill tree.

Skills

A quick review of a few useful skills:

Improved attack



This skill makes you hit stronger with your standard attack. Level up this skill to further improve your attack power.

Berserker



This skill unlocks the first level of the spell Berserker (see the "Spell Book" section for a full explanation). Level up this skill to further improve the effects of Berserker.

Improved workers



Your workers are weak, puny and stupid creatures. This skill makes them stronger and more resilient, but unfortunately, not brighter.

Cheaper books



Thanks to recycling and automated processes, your library gimmicks cost much less resources. Level up this skill to further lower the cost.

Spyglass



This skill unlocks the first level of the spell Spyglass (see the “Spell Book” section for a full explanation). Level up this skill to improve the range and the duration of the effect.

Improved critical hit



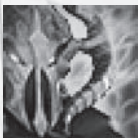
This skill grants you more chances to score a critical hit. Level up this skill to further improve your chances to score a critical hit.

Improved damage



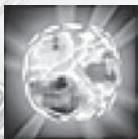
This skill improves the efficiency of your strikes and you deal more damage per hit. Level up this skill to further improve the damage ratio.

Who's the boss



Just like in real life, the boss is usually not on the front line. Learn this skill and you'll find it more rewarding to actually go and kill heroes with your Dungeon Lord, by improving the soul energy you harvest. Of course, exactly how much bonus soul energy you get depends on the energy the hero currently possessed. Level up this skill to further improve the bonus.

Freeze



This skill unlocks the first level of the spell Freeze (see the "Spell Book" section for a full explanation). Level up this skill to further improve the spell effects.

Light in darkness



This useful skill increases the light halo around your avatar and your wand (also known as “cursor”). Level up this skill to further improve the effect.

Spell book



In your spell book, you will see on the left page all the spells you learned, which can be dragged to the action bar. On the right page, you will see the scrolls you collect during a mission. Scrolls can be used only once: you read the scroll aloud and then it vanishes.

Note that you do NOT take the scrolls with you from one map to the other: so do not hesitate to use them as you see fit!

Also note that it doesn't matter if you use a spell you learned or a scroll, you will spend the same amount of mana to cast the spell.

Spells

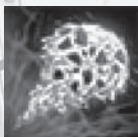
Here are a few spells you'll learn in the course of the game:

Berserker



This spell puts you in a berserker trance, which drastically improves your attack power and your damage, allowing you to make short work of your opponent. Of course, this places a heavy toll on your defense and even worse, for all the duration of the effect, you stink like an Orc.

Fireball



This spell is meant for barbecue chefs. Use it to cast a fireball on your opponent. On impact, the fireball explodes and burns everyone around. You could also use this spell to produce great fireworks, if the ceiling wasn't so low in the usual dungeon.

Freeze



This spell is a great way to cool down the hot-blooded enemies. You throw a mighty iceball at your target and not only does it hurt your foe,

but it also freezes him to the bone, slowing him down. Some Dungeon Lords also use that spell to cool down their coffee!

Heal



As the name would suggest, this spell is a very good way to stop paying a fortune for health potions or other medicines. It closes open wounds and stops the bleeding. Since such things actually do not appear in the game, it just basically heals a percentage of your health points.

Vampirism



Why just heal, when you could at the same time hurt your opponent? This spell drains your target's life energy and heals you for part of the stolen HPs.

Flame burst



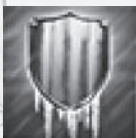
Flame burst is a powerful close range attack, which can hit a number of close enemies. Not only do you deal your standard damage, but also some magic damage.

Celerity



If the words "Roadrunner" and "Meep Meep" ring a bell, this should be enough explanation. This spell improves not only your movement speed, but also your attack speed.

Ice shield



This icy halo freezes close opponents to the bones, reducing the damage they inflict. And better yet, the cold is so intense they also get hurt by your Ice shield.

Goblin call



This spell lets you call another idle worker, which will start working right away.

Teleport to dungeon heart



This spell is a life saver in emergency situations. If you need to teleport immediately to your dungeon heart, use it. Note that it has a very long cooldown, so use it wisely!

The catacombs

Monsters

Vampire bats



Vampire bats are small, bloodthirsty monsters, which just love to bite heroes. They do have a major issue though, and that's their high mortality rate. A single hit from a strong enough hero is enough to send them on a trip to hell faster than you can say "Careful".

Vampire bats are very weak in combat, but a pentagram for this kind of monster does provide a very long sight range.

Ratmen



Ratmen are a cowardly and insidious lot. They tend to attack only in overwhelming numbers, and if possible, a lone and isolated foe. Their hellish origins make them stronger and more resilient than one would think, and that usually comes as a bad surprise for many heroes. Ratmen are fierce fighters, and they can be a real pain for unprepared heroes. Their pentagram offers a massive influence range improvement.

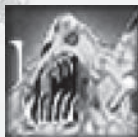
Skeleton warriors



Skeletons are a classic in every dungeon, and one could not imagine a decent dungeon without a fair share of those bony foes. The rattle of their bones has a very specific ring to it, and deep underground, it can easily make an inexperienced hero shake in his boots.

Skeletons are impervious to magic and are therefore a tough opponent for heroes relying on spells. On the opposite, melee fighters just love chopping them down.

Slimes



Slimes, sometimes also called Goos, usually are green ectoplasms which snail their way in the corridors of a dungeon. Many heroes loath the

green slimes, as their weapons can hardly hurt them and they have to keep their distance to avoid damaging their equipment. Slimes are pretty much impervious to normal attacks and are therefore a tedious foe for melee heroes. Spellcasters do easily dispatch them, though.

Beholders



Beholders are the most powerful monsters of the first rank, a real nightmare for most inexperienced heroes. Even seasoned dungeon crawlers will probably step back in shock when facing a Beholder. Beholders are not very strong fighters, but they are incredibly resilient. They can withstand the assault of a hero for a very long time before he gets the upper hand.

Heroes

Adventurer



Adventurers are your most common would-be hero, and very often, they don't even know how to hold a sword. They are easy to influence and delighted when they find treasures, equipment or monsters to fight. It shouldn't be harder to win a fight against one of them than stealing a lollipop from a child.

Novice



Novices are usually first year students in the magic academy, but they already dream of fortune and glory. Armed only with a toothpick, they tend to look for knowledge and treasures.

Champion



These crusaders are only looking to do one thing, and that's destroy your dungeon heart! They were born to fight and live only to get rid of you and your ilk. Those very powerful heroes appear in all maps and they'll make your life as a Dungeon Lord very very hard. Those heroes don't have needs, like the others, and they are focusing all their energy on only one thing: destroying your dungeon heart. And worse, they influence the other heroes around them to do the same.

Miscellaneous

Of course, the deeper you delve into the underworld, the stronger and fiercer the monsters and heroes are! Some rumors talk about powerful paladins and thieves fighting frost giants or gigantic fire dragons. But you will certainly have a chance to confirm those rumors by yourself soon enough, and we wouldn't want to spoil all the fun...



Survival guide for adventurers

Life in a dungeon is difficult! There is only little light, you have to face traps, terrifying monsters set on eating you alive, and dozens of other life-threatening dangers, which make your teeth shake just by thinking about them! In short, this is hell! But do you know what's really frightening? That there's pretty much nothing to eat down below! If you're not already a bloodthirsty monster, lurking in darkness, then you will have a real problem finding something to eat (and no, getting a punch in the teeth doesn't count). Aren't you lucky this survival guide for adventurers will tell you what to do?

Advice 1: party members and other heroes

If you didn't go alone in a dungeon, chances are you will always have something to eat nearby. You can start with canned meat (heroes in plate armor) if you're not fond of brawny meat (mages and other cloth wearers). Of course, this advice is only valid if you're confident the other heroes don't have bigger swords or more powerful spells. Always make sure you are not the one who will end up in the cauldron!

Advice 2: vermin

Before you start winking in disgust, you have to think about all the alternatives... I know this is something difficult, but you have to try and think positive. If the idea doesn't creep you out, then maybe you could try the exotic dungeon cuisine. Dungeons are usually filled with rats, mice, spiders, insects and the likes. You may even have a few spices left in your backpack to make things a tad better. Also very rich in proteins, you may want to try worms "à la trempette". And for an excellent recipe of Rat-burger, we would suggest checking in "1000 recipes for tyrants", readily available in all good bookstores.

Advice 3: stones

If your predator instinct is not quite as efficient as it should or that you lack the speed or dexterity to stalk your preys, you may want to try your luck on immobile targets. For instance, we strongly recommend looking closely at the flora. A number of mosses and other funguses do not just look good, they often can lead to very nice hallucinations or illusions, even before you finish swallowing. Stones themselves are

usually free of any poison and contain a LOT of iron and minerals. Of course, we would recommend selecting small, easy to swallow chunks, as it's NOT recommended to actually chew stone. Also, if the idea crosses your mind to prepare a rock soup, you should recall the smoldering temperature of stone is around 800° Celsius, and even the biggest fans of hot soup will find this a bit too much. Spices, when it comes to stones, really improve the overall mineral taste. Also, let us remind you that what comes in must come out, at some point – always pick the size of the stones you swallow with utmost attention.

We hope these advices will be helpful and will improve your hopes of survival. Wouldn't it be a shame, when you manage to avoid traps and to overcome monsters, just to fail on such a trivial matter such as food?

Note:

If you actually read the above, please do not forget this is humor. Cannibalism is definitely wrong, and if you really think about eating stones, you may want to look for information on the Pica syndrome disease.



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„thanvannispen“, „WIM“ and
„Robinhood76“

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DUNGEONS uses AlienFX
Alienware Gaming Partnership
Marketing Team

DUNGEONS was made with
Ogre3D, MOGRE, Miyagi and
ParticleUniverse

Special Thanks to

all betatesters of DUNGEONS.

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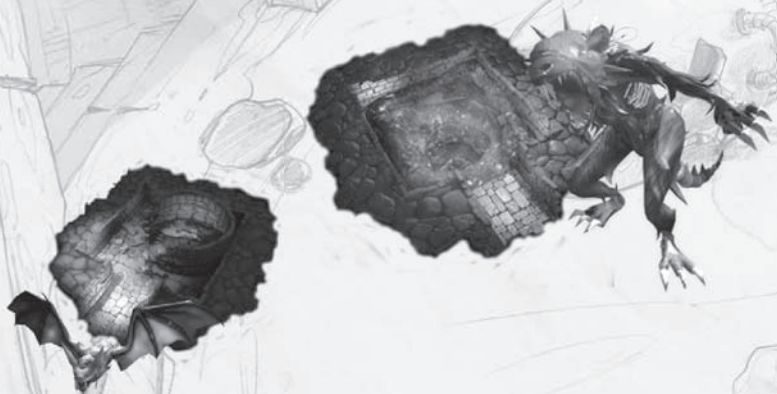
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- Please make sure that your PC fulfills the system requirements.
- When you are placing the call, please make sure that your PC is switched on. Additionally, please start the DxDiag program before your call, as the information of this Microsoft software will help us to find the problem.

How to start the DirectX diagnostic program ("DxDiag"):

Windows XP: Please click on the "Start"-Button on the taskbar and afterwards „Run“. Please enter "dxdiag" (without quotation marks) and click on „OK“.

Windows Vista: Please click on the "Start"-Button. Under "Start search" please enter "dxdiag" and push the „Enter“-Button.

Exchange of serial codes (serial number / CD-Key)

NOTE: serial codes cannot be replaced! Please make sure, that you don't lose your serial code. In case of loss, you have to buy a new game. Therefore, please avoid requests in this vein.

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