

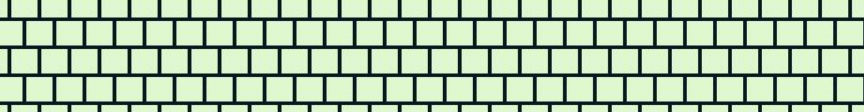
Nintendo

GAME BOY™

THE
LEGEND

OF ZELDA





DEEP DUNGEON © 2020-2021 LAZY DEV GAMES

Music by Mr. V (VHVS)

Art by Dan Enders, u/McNoodlor, Aleksandr Makarov

This edition of DEEP DUNGEON was developed for
GBCOMPO21 using GBSTUDIO v2.5

Latest Version: v1.3 (9/9/21)

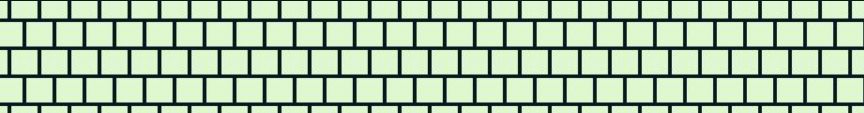
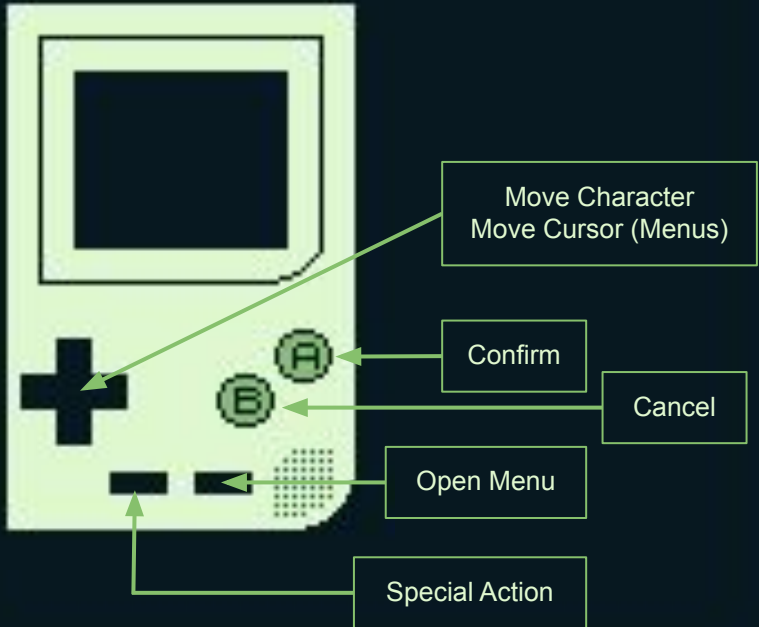


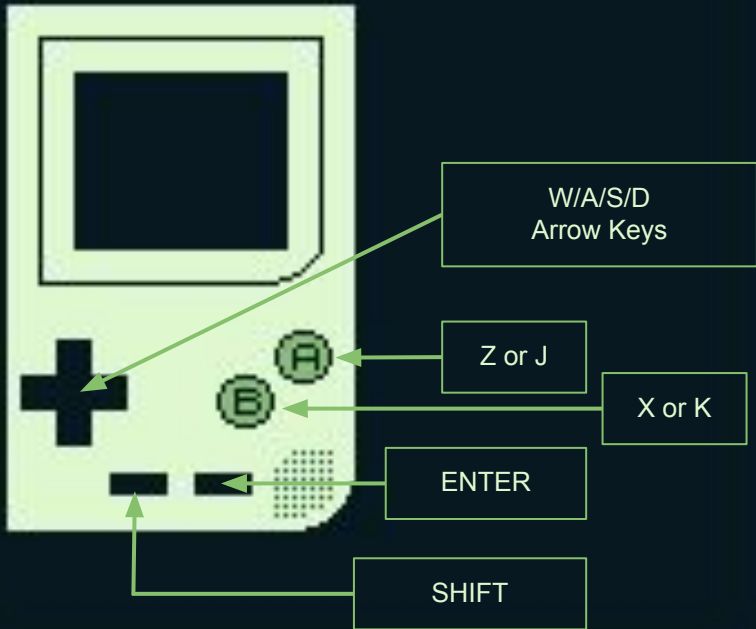
Table of Contents

Controls	1	The Overworld	20
Backstory	4	Town	21
Game Setup	5	Camp	22
Creating a Character	6	The Dungeon	23
Adventurer Jobs	8	Hazards	24
Attributes	10	Monsters	25
Items	12	Dying in the Dungeon	27
Equipment	14		
Cleric Spells	18	Credits	28
Wizard Spells	19		

Controls



Controls (PC Conversions)



Special Actions

Pressing the **SELECT** BUTTON on certain menus can access certain Special Actions.

During Character Creation, you can press SELECT to learn more about the character classes.

When viewing your PARTY menu, you can press SELECT to change your party order and your Party Leader.

In the Inventory and Equipment menus, you can press SELECT to manage your items. From the management sub-menu, you can swap item positions or delete some items permanently.



Backstory

Long ago, an ancient evil brought monsters into the world.

Humans lived in fear of the monsters, until three heroes appeared.

Through their efforts, the ancient evil was defeated, and its essence was sealed away in a dungeon.

Many years passed in peace, but slowly, monsters returned.

Now the villagers live in fear, waiting for the evil to return.

Once again, the call for heroes arises.

Will you be able to lead your adventurers into the dungeon, and vanquish the evil once and for all?

Game Setup

Starting a new game of DEEP DUNGEON requires creating an Adventuring Party of three characters. When creating a party, you have four options. These options determine how challenging the start of a game will be, but they do not affect the overall difficulty of encounters.

With an EASY setup, you will get four chances to re-roll your character stats. Your characters also cannot have lower than a +1 in their primary attribute for their class. Your party will begin with 150 gold.

With a NORMAL setup, you only are given two re-rolls per character, and your primary attributes cannot be lower than +0. Your party begins with 100 gold.

With a HARD setup, you do not get the chance to re-roll your stats, your primary attributes can roll a negative bonus, and you only start with 50 gold!

A RANDOM setup is the same as a normal setup, but your character classes, stats, and names are all randomized.

Creating a Character

In DEEP DUNGEON, you will create a party of three adventurers to lead into a dangerous dungeon full of terrible monsters.

Only the bravest adventurers will enter, and only the strongest will survive.

Creating characters in DEEP DUNGEON has three steps:

1. Selecting a Job
2. Rolling Attributes
3. Entering a Name

When you've completed these steps for all three characters, you can begin the game!

Creating a Character

SELECTING A JOB is the first step to creating a character. There are 4 Jobs an adventurer may have in DEEP DUNGEON: Fighter, Thief, Cleric, and Wizard. A Job determines which items and armor a character can use, which special skills they will have, how much damage they can sustain (HP) and how many spells they can cast (MP).

ROLLING ATTRIBUTES determines your character's stats. There are six attributes in DEEP DUNGEON, and each character is given randomized stats ranging from 3 - 18. Before confirming a character's stat rolls, you may have the chance to re-roll the character if you do not like the rolls, but these are limited!

ENTERING A NAME is the last step. Characters can be given a random name, or select a name up to 6 letters long (minimum 1).

Adventurer Jobs



FIGHTERS excel at combat. They have the highest HP potential, the highest ATK bonus, and can use all weapons and armor. However, they cannot use magic and have no special skills. Their primary attribute is strength (**STR**).

THIEVES are fast and clever adventurers, that can STEAL items from enemies. They have low HP potential, but a moderate ATK bonus. They can wear all but the heaviest armor, and can wield blade weapons. Their primary attribute is dexterity (**DEX**).



Adventurer Jobs



CLERICS are warrior priests - they wield hammers and maces, but can also cast Holy Spells, even while wearing the heaviest armor. They have moderate HP potential and ATK bonus. Their primary attribute is Wisdom (**WIS**).

WIZARDS are powerful magic users. They can cast a variety of Arcane Spells to assist the party or defeat enemies, but are very weak in physical combat. They have low HP potential, and the lowest ATK Bonus. They can only wear robes and cloaks, and fight with a dagger or staff. Their primary attribute is Intelligence (**INT**).



Attributes

STRENGTH (STR) determines how well your character excels in physical combat. Your Strength stat is added to your attack and damage rolls.

DEXTERITY (DEX) measures how agile your character is. A character's DEX is added to their base defense in combat, and DEX is added to FLEE and STEAL rolls.

CONSTITUTION (CON) gauges how tough your character is. CON modifiers are applied to a character's Maximum HP every level.

Attributes

INTELLIGENCE (INT) measures a character's knowledge of magic. With a higher INT, some spells will do more damage, and you may have more MP to use for casting.

WISDOM (WIS) determines your character's awareness and willpower. Some Holy Spells are improved with higher WIS, and the party's total WIS is used to discover secrets.

CHARISMA (CHA) represents a character's ability to charm and influence people. The party's total CHA is used to determine how villagers and shopkeepers will react to you.

Items

There are 8 items that can be found in the Dungeon, and knowing how and when to use items can mean the difference between life or death!

Items can be bought or sold in town, and can be used in the Dungeon by accessing your INVENTORY.

Many items can be used both in and out of battle. They may even have different effects depending on where and how you use them.

Be sure to learn all the different ways to use your items.

NAME	Effect	BUY	SELL
Potion	Restores some HP	10	7
Elixir	Restores some MP	20	10
Panacea	Removes any Status	15	8
Key	Opens locked doors/chests	30	15
Rope	Cross small chasms	12	6
Torch	Scare away monsters in battle and flee	18	9
Bomb	Can destroy weak walls	25	13
Holy Symbol	Can revive a dead ally in battle	50	25

Equipment

Equipment can be given to characters to improve their stats or grant special abilities, which may give them an edge in combat over the monsters they will encounter in the Dungeon.

Most equipment can be bought and sold in Town, and you can manage your equipment and give your character's equipment in the EQUIPMENT menu.

Some characters can only wear certain kinds of armor or use certain kinds of weapons, so be sure you know your character's restrictions before you buy equipment!

All characters can wear accessories without restrictions, but a character wearing the same accessory in both slots will only gain the effect one time.

Equipment

There are 4 kinds of Equipment in DEEP DUNGEON:

WEAPONS determine how much damage a character deals to a monster when attacking. If no weapon is equipped, a character deals D3 damage.

ARMOR determines a character's base defense (before DEX modifiers, Shield Bonuses, and Spells are applied). If no armor is worn, a character's base defense is 10.

SHIELDS can be used by Fighters and Clerics to gain additional armor.

ACCESSORIES are special items that can be found in the Dungeon. Each character can wear 2 accessories. These rare artifacts grant special abilities, but cannot be bought or sold in Town.

Tip! "D" in a stat stands for "Dice" - a D3 is a 3 sided dice (1-3), a D10 is a 10 sided dice (1-10)!

NAME	DMG	BUY	SELL	EQUIP
Dagger	D4	6	3	All
Shortsword	D6	18	9	Fighter Thief
Longsword	D8	30	15	
Broadsword	D10	54	27	
Staff	D6	12	6	Fighter Wizard Cleric
Mace	D6	24	12	Fighter Cleric
Warhammer	D8	36	18	

NAME	Defense	BUY	SELL	EQUIP
Robes	11	7	4	All
Cloak	12	14	7	
Leather Armor	13	20	10	Fighter Thief Cleric
Studded Leather	14	38	19	
Scale Mail	15	60	30	Fighter Cleric
Plate Mail	16	200	100	
Shield	+1	14	7	
Tower Shield	+2	50	25	

Cleric Spells

Clerics can cast Holy Spells beginning at level 2. A Cleric's WIS attribute can make some spells more powerful.

Holy Spells can heal the party or harm the enemy. There are 7 Holy Spells a Cleric can learn:

Cure Wounds heals a party member. Its reversed version is **Cause Wounds**, which harms an enemy.

Cure Disease removes a status condition from a party member. Its reversed version, **Cause Disease**, poisons an enemy!

Bless improves the ATK bonus for the entire party by +1. Its reversed version, **Bane**, gives all enemies a -1 ATK bonus.

Raise Dead can be cast during a battle to return a defeated party member to life. Be careful - while they have been saved from death, they are still weak and could easily be killed again!

Wizard Spells

Wizards can cast Arcane Spells. They begin the game with Magic Missile and Shield, and can learn a total of 10 spells as they level.

Magic Missile is a basic attack spell. More missiles can be fired at higher levels.

Shield improves a party member's defense by +1.

Earthquake deals minor damage to all enemies and stuns them for a turn.

Fireball deals massive damage to all enemies.

Sleep puts all enemies to sleep for a few turns.

Wizard Spells

Reveal Secrets does nothing in battle, but reveals all secret rooms and treasure on the current dungeon floor.

Lightning Bolt deals high damage to a single enemy.

Confusion confuses all enemies.

Portal can be cast during a battle to automatically succeed in fleeing, or can be used in the dungeon to return to town. However, if you use it in the dungeon, you will have to start over from the entrance!

Disintegrate has a chance to kill an enemy instantly!

The Overworld

There are three locations to visit in DEEP DUNGEON:

1. The Town
2. The Camp
3. The Dungeon

On the overworld menu, you can navigate between these locations to either visit them or see what options you have in each space.



Town



When you visit the Town, you can spend your Gold at various shops. You can shop for Items, Weapons, or Armors.

At a shop, you can either BUY or SELL your goods. You can sell items and equipment at any shop, and the offers will be the same.

Each shop sells 4 different items per day, and every day all 4 items will be restocked (including items you did not purchase).

In addition, the first time you visit a shop each day, you may discover there is sale happening...

Camp



The Camp is where your party can rest and recover. In the Camp, you can check on your party members, use the bedroll, or sit at the campfire.

The Bedroll allows your character to sleep, which restore all their HP, MP, and recover from any negative status conditions, but time will pass. When a new day begins, the shops in town will restock their goods, but enemies in the Dungeon will return as well.

The Campfire allows you to save your game. You can only save at the campfire, and the game does not auto-save anywhere else in the game.

Be sure to return to the Camp to rest after making progress!

The Dungeon



The DUNGEON is the source of all the evil monsters terrorizing the townsfolk. No one knows how deep the dungeon really is, but the do know it is full of danger.

Hazards

In addition to monsters, the dungeon is full of dangerous hazards. As you delve deeper into the dungeon, you may encounter hazards like Chasms, Spike Traps, and Spider Webs.



Spider Webs block your movement.

Falling into a Chasm is game over!



Spikes halve your HP, but walking on the empty space is safe for a turn!



Monsters



Critters may be the weakest monsters, but they can carry deadly diseases...



Undead are walking skeletons, and are immune to diseases and other effects!



Spirits are incorporeal and can be hard to hit with attacks...



Trollkin sometimes travel with large monsters that have overwhelming strength.

Dying in the Dungeon

If a party member is reduced to 0 HP, they are **dead**. Dead characters cannot take actions in battle, and once the battle ends, they will be gone forever.

During a battle, **dead** characters can be resurrected by using a Holy Symbol item or the Resurrect spell.

Once a battle ends, however, **dead** characters cannot be saved. They will have been dead too long and the corruption of the dungeon has set in, preventing their spirits from returning to their bodies.

If you are at risk of dying, do not be afraid to flee from a fight you cannot win!



Playtesting

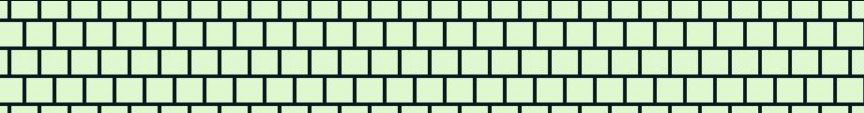
Meghan Dornbrock

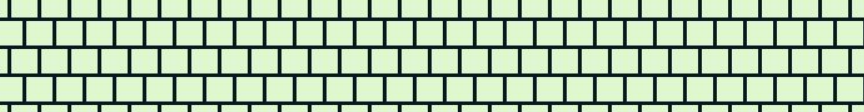
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