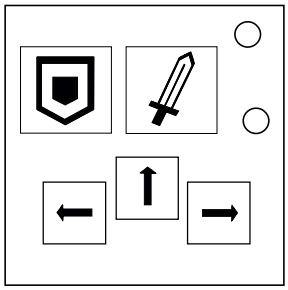
On the Subject of Dungeon



Rolls for initiative

Brave adventurer! Will you be strong enough to overcome the dangers of the Dungeon? Armed with your sharp sword and trusty shield, venture into the depths of this maze and defeat its many foes!

- You find yourself in a dungeon. Your only options to progress are the following **movements :** forward, left, right.
- At each stage, only one movement is correct. Using any other action will result in a strike.
- Follow the instructions to find the correct movements at each stage.
- When the LED on the module lights up, it means you have encountered an enemy.
- Each enemy requires a certain set of **actions** to be executed in order to be defeated.
- Using the wrong action against an enemy will result in a strike.
- Follow the instructions to find the correct sequence of actions.
- After an enemy is deafeated, the light will turn off, and you can resume progressing through the dungeon.
- The module is solved after a certain number of stages have been completed.

Level

The dungeon's level varies during the module bewteen easy (1), medium (2), and hard (3). If the level would descrease while it is already on easy, it stays the same. The same applies if the level would go up while it is on hard.

The starting level is easy.
When you complete stage 5 and proceed to stage 6, increase the level by 1.
When you complete stage 10 and proceed to stage 11, increase the level by 1.
When you complete stage 15 and proceed to stage 16, the level becomes 3.

Finding a movement

For each stage, find the stage's state using the following table.
If state > 9, state = state modulo 10.

x = State ; y = Stage number ; z = Previous state ; m = Last monster fought; s = Number of sword hits ; b = Number of hits blocked
Refer to the codex for a monster's number.
Incorrect sword hits and shield blocks do not count towards those values.

Stage 1	x = first serial numeral
Stages 2 to 5	x = y + z
Stages 6 to 10	x = |m − y| + |s − z|
Stages 11 to 15	If **level = 1**, x = The state at stage(y − 10). Increase the level by 1 after this stage.
	If **level = 2**, x = The state at stage(y − z − 1). If x < 2, decrease the level after this stage. If x > 7, increase the level after this stage
	If **level = 3**, x = (The state at stage(y − 5)) + b. Decrease the level by 1 after this stage.
Stages 16 − 22	x = min(z,s) + max(m,b). After each fight, decrease the level by 1. If you did not fight between stage y−2 and y, increase the level by 1.

Once you found the state : move to the **left** if the state is less than 3, **forward** if the state is between 3 and 6 (included), and to the **right** if the state is above 6.

Combat

When the light on the module turns on, it means you are in combat. Use the following table to find your monster list.
A combat occurs between two stages. The previous stage is considered completed, including any level modification occuring after the stage is completed.

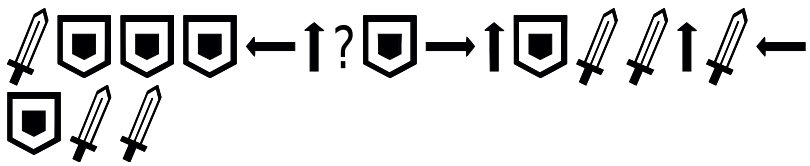
Level = 1	Bat, Snake, Ghost, Zombie
Level = 2	Cyclops, Golem, Lich, Ghoul
Level = 3	Dragon, Demon, Rabbit, Vampire
???	Last monster

The monster you are fighting is the first one from your list that you have not fought yet. Use the codex to find the action sequence required to beat the monster.

If you have fought all the monsters from a list, fight the first monster you have not fought in the list **1 level above.** If all monsters from the higher level lists have been fought, or there is higher level, fight the **Last monster.** This does not change the current level of the dungeon.

Movements used in combat are not counted as **movement,** but as **actions.** As such, they do not change the current stage, difficulty, or state.

Appendix A: Monster codex

Name	Number	Actions
Bat	1	
Cyclops	5	
Demon	10	
Dragon	9	
Ghost	3	
Ghoul	8	
Golem	6	
Last monster	13	
Lich	7	
Rabbit	11	
Rabbit (if BOB indicator)	11	
Snake	2	
Vampire	12	
Zombie	4	

? = Second to last action of the previous monster fought.