

The player will find them selves in an tower on the lowest floor in a sort of community where they can buy and sell things. They can explore the level above them by which will run though a list of random events such as an encounter, finding an item, or nothing. After a certain amount of exploration attempts they will find the stairs for the next level and possible a shortcut to the lowest level to restock. This makes it so it is easy to add more level or cut it off for an ending by implementing a final floor which will just be a dungeon.

The combat will use an attack and hit chance that is subtracted by the defense of the one attacked. Progression is focused on equipment so the player will buy equipment that lets them kill stronger enemies for a greater amount of money for even better gear. Potions and other such items can be used.