

DARK & UNDER

SIZED FOR UNSCALED PRINTING ON A4

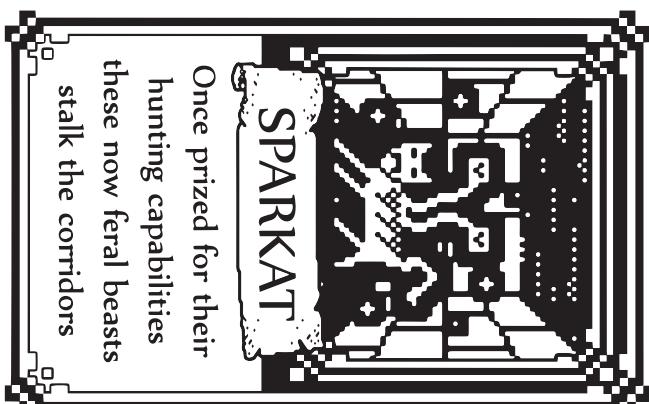


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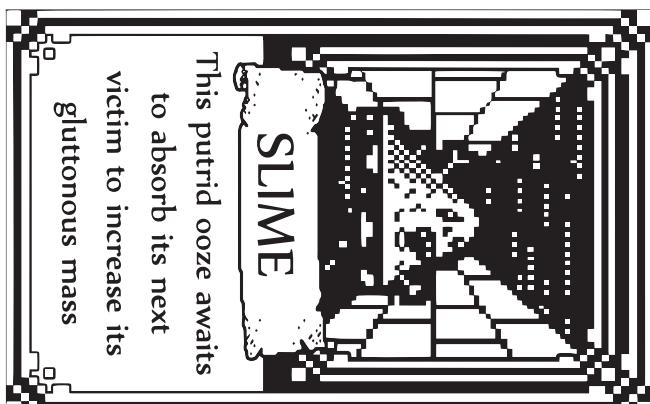
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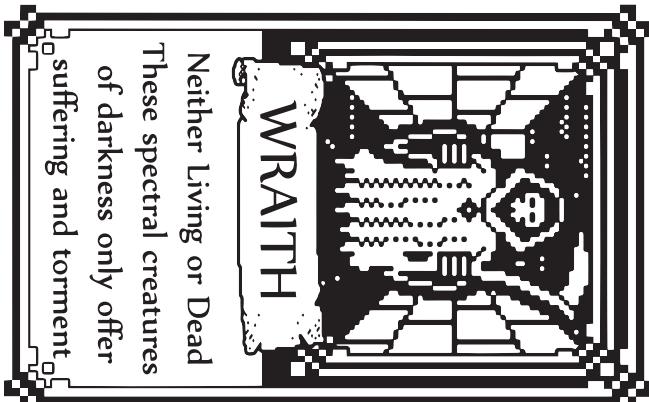
SPARKAT

Once prized for their hunting capabilities these now feral beasts stalk the corridors



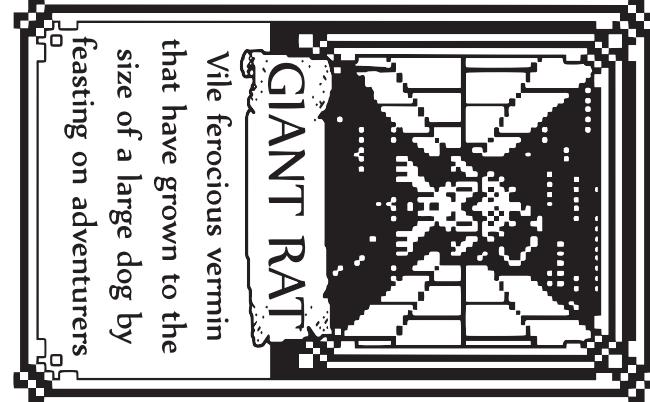
SLIME

This putrid ooze awaits to absorb its next victim to increase its gluttonous mass



WRAITH

Neither Living or Dead These spectral creatures of darkness only offer suffering and torment



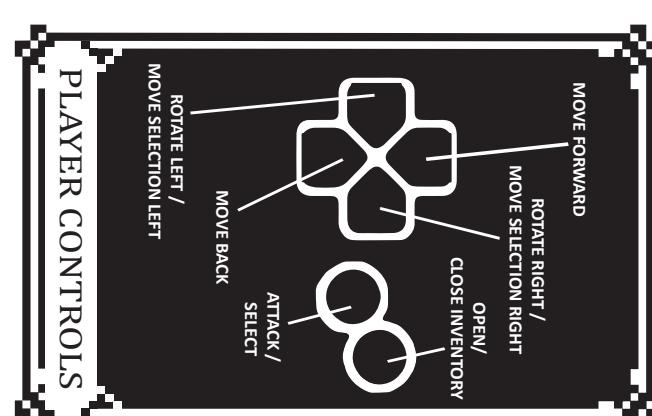
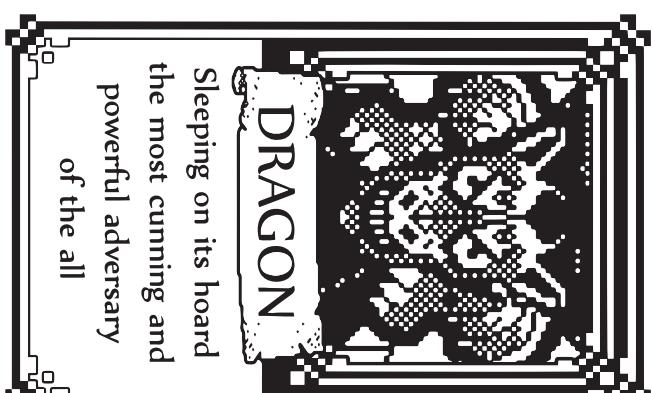
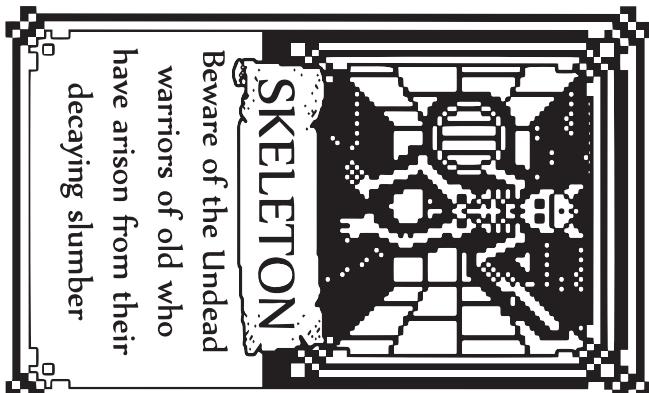
GIANT RAT

Vile ferocious vermin that have grown to the size of a large dog by feasting on adventurers



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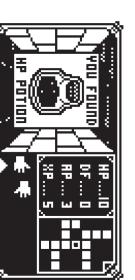
CREDITS SCREEN

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



COLLECTING ITEMS

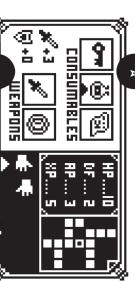
As you venture deeper in the dungeon, you will find items to help you in your quest.



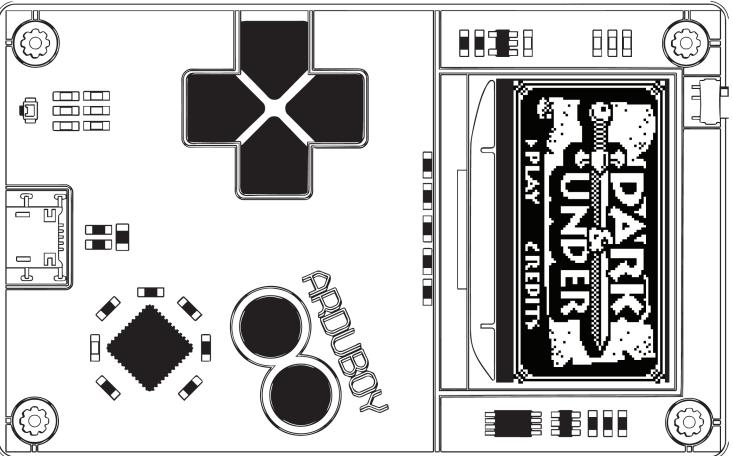
- A) Item options: You can take the item (hand icon) and send it to an empty slot in your inventory or not take it (trash icon) leaving the item in place.
- If your inventory is full, you will not have the option to take the item until you free an inventory slot.

INVENTORY

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



- A) Carried items: Select using <- and > and validate usage with E.
- 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.



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:



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!

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.

DRINK A POTION OPTION:



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

The game will then move automatically back to the PLAYER 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 player's DF (Defense). When defending, the player always deals damage to the enemy.

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

LOSING A FIGHT



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

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.

LEVELLING UP



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

EXITING A LEVEL

You can hear, "YOU CAN HEAR, THE RICHES UNDER THE MOUNTAIN NOW!"

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.



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.

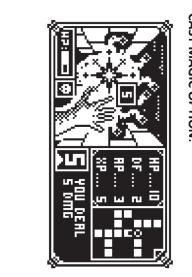


CAST MAGIC OPTION:

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

A fireball spells will do 5 damage. Once casted the scroll will be removed from the player's inventory and the amount of AP (Attack Power) will decrease by one.

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



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).

The game screens carries vital information.

RET CODE
EVIL GUERRERO GARAGE 5 SIMON HALLMES