

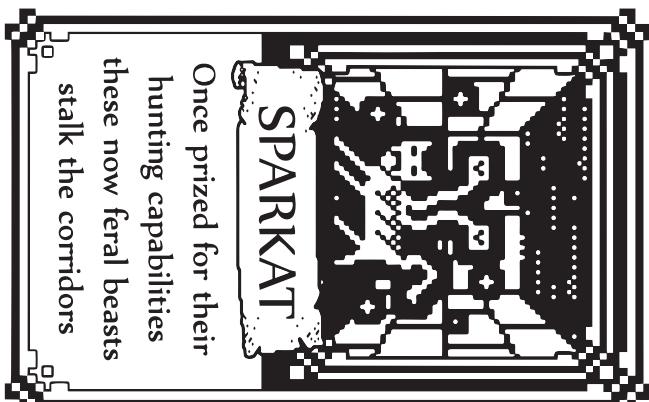
DARK & UNDER

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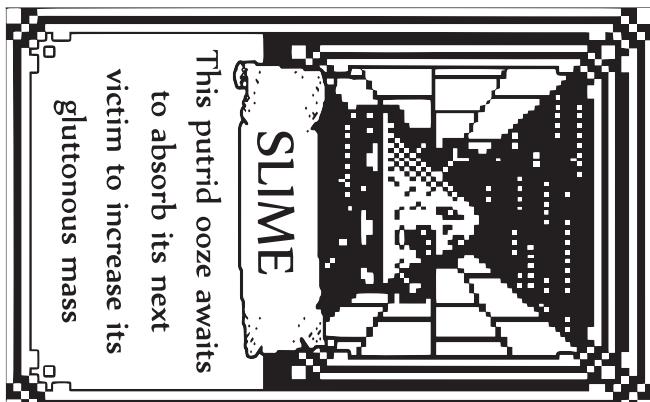
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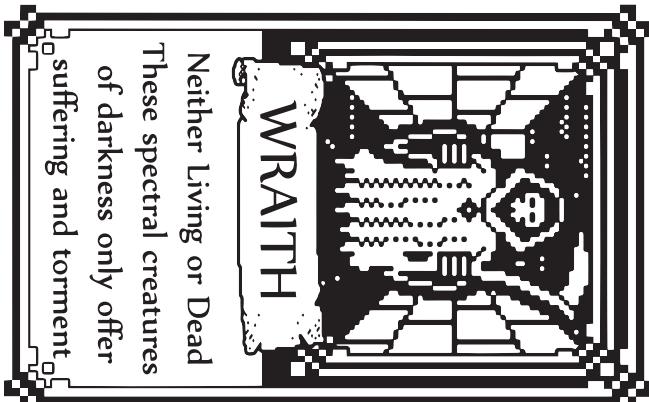
SPARKAT

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



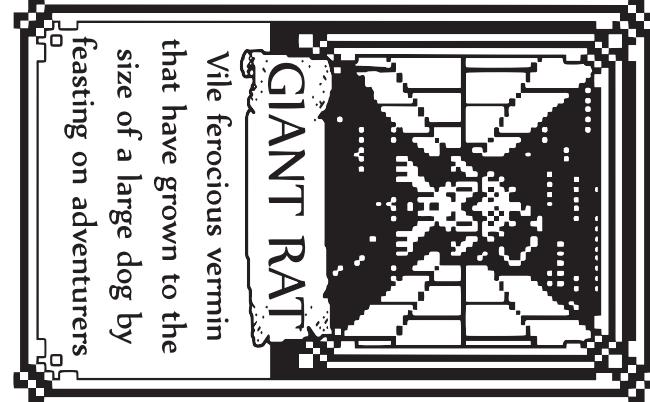
SLIME

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



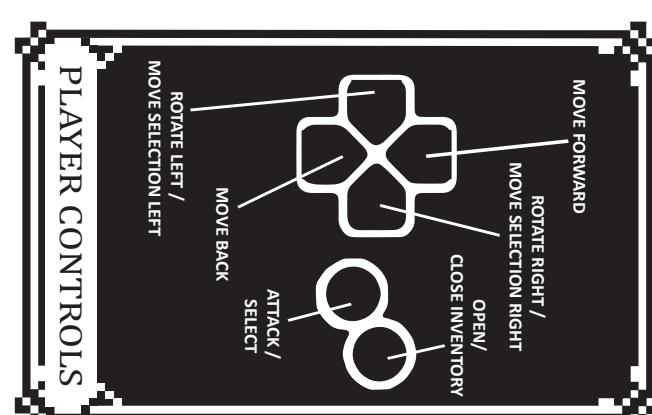
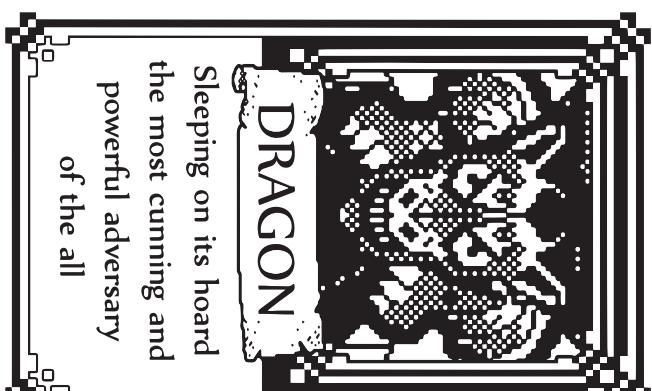
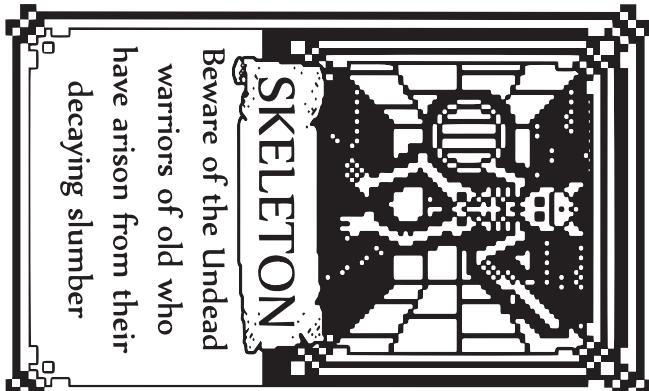
GIANT RAT

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



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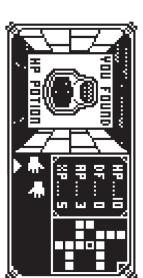
CREDITS SCREEN

To get back to the SplashMenu, use the cancel button



COLLECTING ITEMS

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

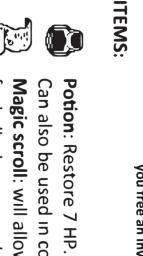


- A) Item options: When you find an item to collect, a pop-up message will appear on your screen.
If your inventory is full, you will not have the option to take the item until you free an inventory slot.

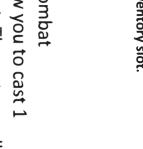
COLLECTIBLE ITEMS:



- A) Point of view render
B) Character stats
C) Mini map
D) Environment description
E) Character orientation



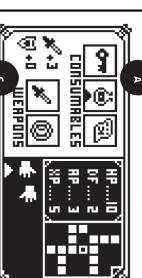
- C) The damage the enemy does to you will be shown on the screen, and in the description area. That damage will be subtracted to your HP total. The amount of damage the player does is determined by a roll on its AP (Attack Power).
XP (Experience) experience points earned for defeating enemies. Every 50 points, players will be able to purchase an additional point in AP or DF.



- D) Defense (DF) will allow you to open locked doors. Disappear from your inventory upon usage.
E) Magic scroll: gives you a permanent +1 bonus point on Defense (DF).
Sword: gives you a permanent +1 bonus point on Attack (AP).

INVENTORY

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

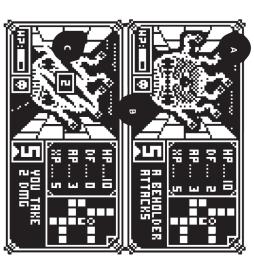


- A) Carried items: Select using <-> and >-> and validate usage with A) Item options: Once an item is picked and validated, B brings the options: you can use an item (thumbs up icon) or discard it (thumbs down icon). Discarding an item destroys it permanently.
C) Weapons and shields go directly in the proper slots and more powerful items automatically replace lesser items as you collect them.
D) Empty inventory slots. The total of DF (Defense) and AP (Attack Power) your items contribute to.
E) 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.

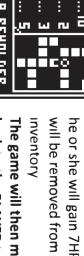
ENEMY TURN:



- A) Enemy visualization
B) Enemy HP bar
C) When you're being attacked, you will be notified by the 'An enemy attacks' screen.



- D) Defense (DF) will allow you to open locked doors. Disappear from your inventory upon usage.



- E) Magic scroll: gives you a permanent +1 bonus point on Defense (DF).
Sword: gives you a permanent +1 bonus point on Attack (AP).

FIGHT OPTION:

- If the player chooses to fight, the "player attack" screen will show how much damage the player is going to inflict. 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.



- 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.

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.



- When you triumph over your foes, you become more powerful. Each enemy slain yield 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).

LEVELLING UP

When you triumph over your foes, you become more powerful.

- Defeat the dragon to conquer its treasure and become the new king under the mountain.

Reaching the exit of a level will trigger an "exit level" screen and you will be teleported to the next screen.

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

CAST MAGIC OPTION:

- If the player chooses Magic, a "spellcasting" screen will show how much damage the player does to the enemy.
A Fireball spell will do 5 damage. Once casted, the scroll will be removed from the player's inventory and the amount of MP (Magic) will decrease by one.

The game will then move automatically back to the ENEMY 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.

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.



- The player selects one option by using <-> and validating with B.