

DARK & UNDER

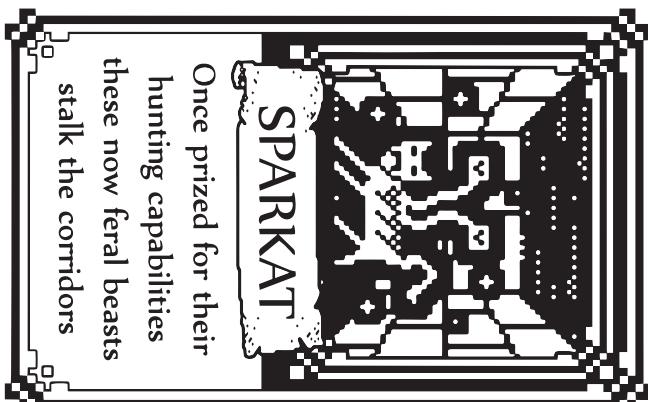
SIZED FOR UNSCALED PRINTING ON A4



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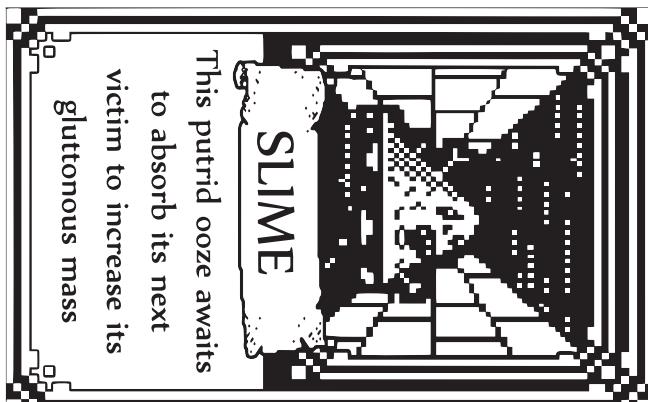
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SPARKAT

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



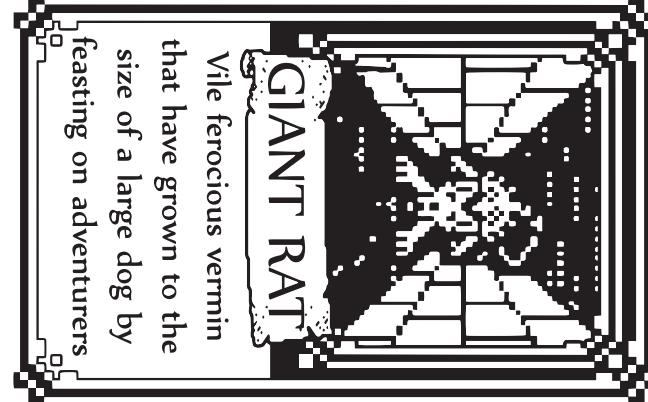
SLIME

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



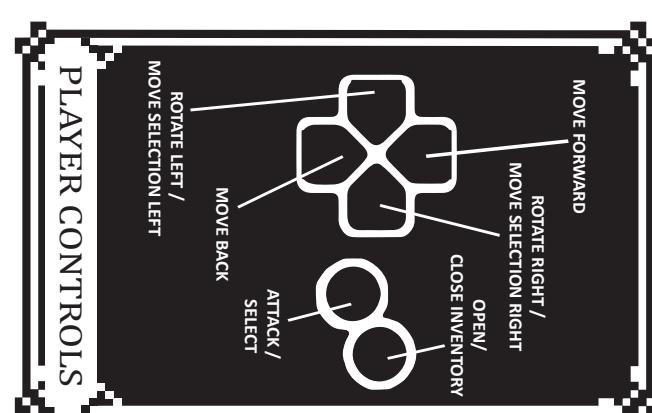
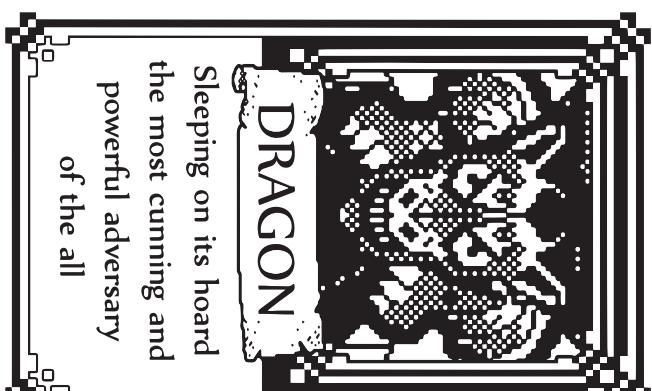
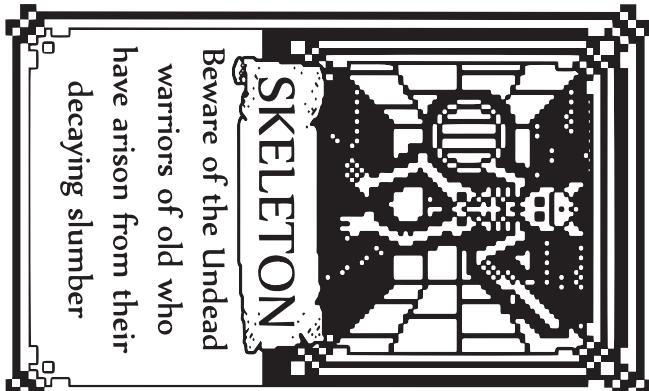
GIANT RAT

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



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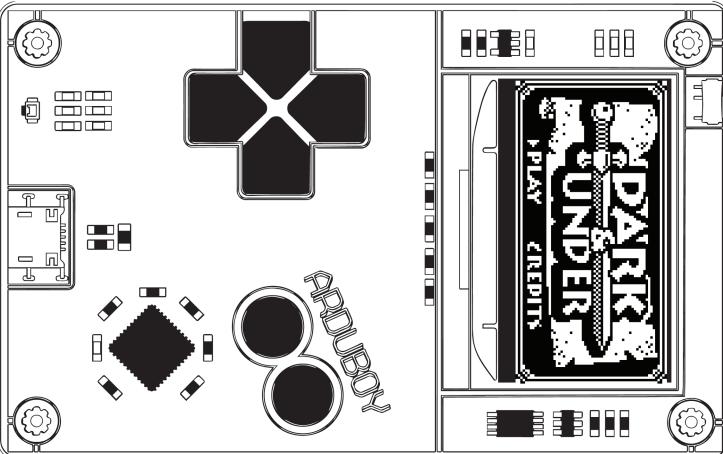


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CREDITS SCREEN

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



GAME SCREEN

The game screens carries vital information:

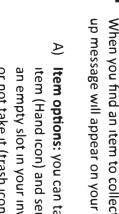


- A) Point of view render.
- B) Character stats
- C) Mini map
- D) Environment description
- E) Character orientation

COLLECTIBLE ITEMS:



- 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.



- 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.

COLLECTING ITEMS

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

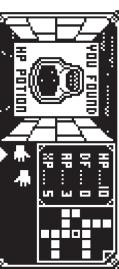
As you venture deeper in the dungeon, you will find items to help you in your quest. When you find an item to collect, a pop-up message will appear on your screen.



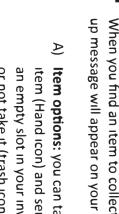
- A) Carried items:** Select using <- and > and validate usage with E. The total of DF (Defense) and AP (Attack Power) your items contribute to.

- 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.

DRINK A POTION OPTION:



- 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.



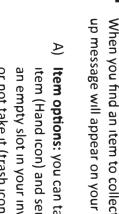
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- If your inventory is full, you will not have the option to take the item until you free an inventory slot.

DEFEND OPTION:



- Sword:** Gives you a permanent +1 bonus point on Defense (DF).

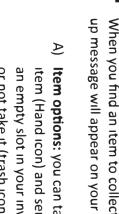


- Shield:** Gives you a permanent +1 bonus point on Attack (AP).

FIGHT OPTION:



- Dragon:** 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).

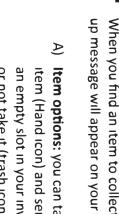


- Knight:** The game will then move automatically to the ENEMY turn.

WINNING A FIGHT



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

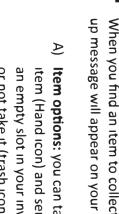


- Knight:** The game will then move automatically back to the PLAYER turn.

LOSING A FIGHT



- Knight:** If the player's HP reaches zero, the player dies and must restart the game.

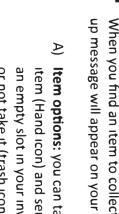


- Knight:** The game will then move automatically back to the PLAYER turn.

LEVELLING UP



- Knight:** When you triumph over your foes, you become more powerful.

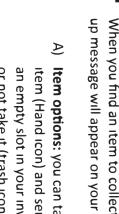


- Knight:** Each enemy slain yield you a certain amount of XP. Every time you accumulate 50XP, the player may trade these against a 1 bonus on your DF (Defense) or AP (Attack Power).

VICTORY!



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

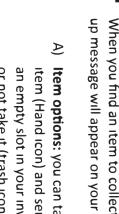


- Knight:** Reaching the exit of a level will trigger an "exit level" screen and you will be teleported to the next screen.

EXITING A LEVEL



- Knight:** When you restart the game, you will lose levels and inventory items.



- Knight:** The player's inventory and the amount of AP (Attack Power) will decrease by one.

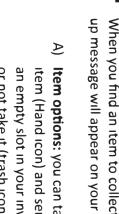


- Knight:** The game will then move automatically back to the ENEMY turn.

PLAYER TURN:



- Knight:** After the enemy turn comes the player turn.



- Knight:** The player can choose one of four possible actions:

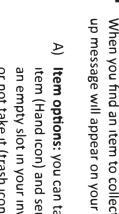


- Knight:** A) Fight
B) Defend
C) Cast Magic
D) Drink a potion

CAST MAGIC OPTION:



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



- Knight:** 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.

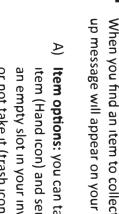


- Knight:** The game will then move automatically back to the ENEMY turn.

WIN SCREEN

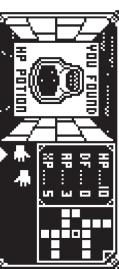


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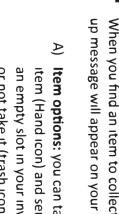


- Knight:** The player selects one option by using <- or -> and validating with B.

LOSE SCREEN



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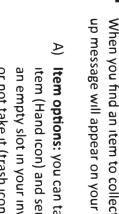


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INVENTORY



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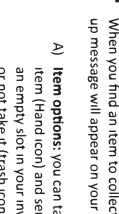
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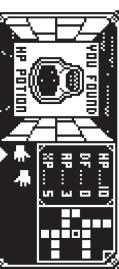


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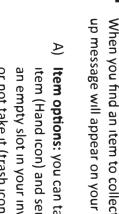


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