**Dungeon Manager**

This game is set in a rich fantasy world where you play as a priest who was fired from his position at the Empire’s central church. To pay for his inn fees, he got a job at a black company, called ‘CLL LIVE’. The position was for ‘Building Manager’. Without reading the terms & conditions, he signed the contract. On his 1st day he realized the position was for a Dungeon Master. After going through the contract multiple times he found a loophole which stated, ‘All entities in the dungeon are subject to the conditions of the contract so long as they remain within the boundaries of the dungeon.’ This meant the contract would be nullified if he could escape.

We see our hero now as he attempts to escape the dungeon. However, he did not realize till after he left the dungeon control room that he can no longer use his clerical powers, as there is thick air of mana that fills the dungeon, interfering with  magical powers & poisoning everything that is not an inhabitant of the dungeon. Fortunately, there are a lot of players(noobs) venturing into the dungeon who load up on health potions without realizing the need to bring antidotes or any poison resistance equipment. Hence, you will always find potions lying on the ground that may have dropped from upper levels as this dungeon is pretty low maintenance & no one bothers to fix the holes on the floor.

Each floor has a door with multiple locks, leading to the upper levels; however, the CEO forgot to give you the skeleton key to open them. Now you must find several keys scattered across the floor while avoiding hostile monsters on each floor. These mobs don’t know you are their new boss so they will treat you like any adventurer & try to kill you (although most of them are dumb & can’t find their way around the dark mazes of the dungeon, some of them, skeletons, can’t even see).