

Game Guide

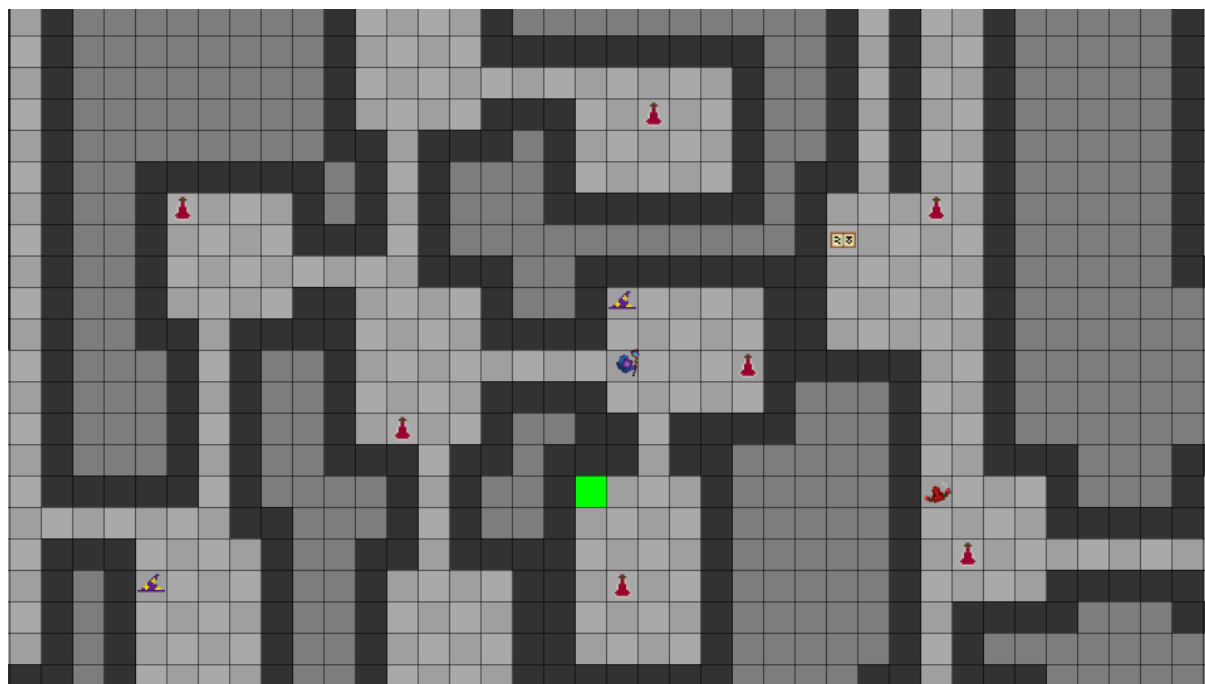
The objective of the game is to achieve the highest character level possible. The player gains experience by defeating monsters in combat, but each level has a finite number of monsters and every level contains increasingly strong monsters. In order to survive the player must collect equipment to increase their attributes, and potions to restore health.

To progress to the next dungeon level the player must find the red tile and interact using the 'f' key.

Dungeon Screen Controls

In the dungeon screen the player may move, encounter monsters, pickup items, learn spells and travel to the next level of the dungeon.

The player moves with the 'w, a, s, d' keys, and can interact with items or the staircase (the red box) using the 'f' key.



Inventory Screen Controls

In the inventory screen the player may use or drop items. When used equipment is equipped or unequipped. When used, potions are drunk and health is restored.

The player selects an item using the 'w, a, s, d' keys.

The player drops an item using the 'q' key.

The player uses an item using the 'e' key.



Combat Screen Controls

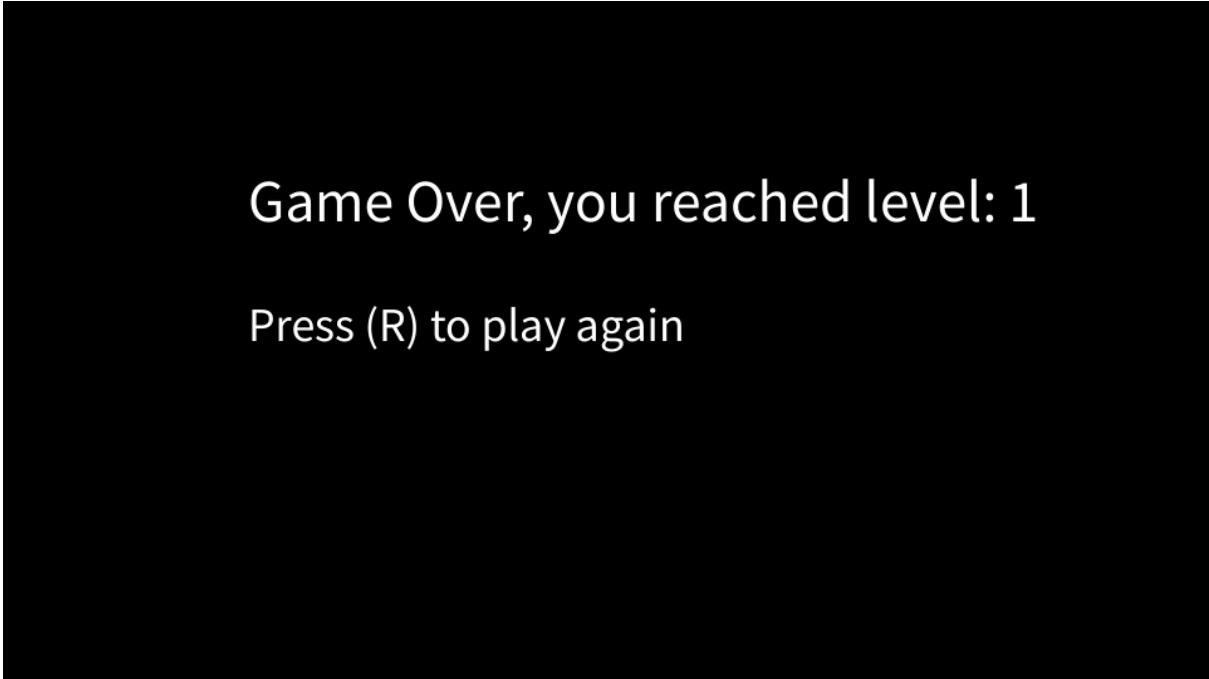
In the combat screen the player may attack, dodge, or attempt to flee. The player can attack by selecting and executing a spell. The player dodges or flees by choosing the dodge or flee buttons.

The player selects an option using the 'w, a, s, d' keys.
The player executes the option using the 'f' key.



Game Over Screen Controls

Once the player dies the game ends. To start a new game press the 'r' key.



Game Over, you reached level: 1

Press (R) to play again