Dungeon Escape: How to play – a basic manual.

The goal here is to go through a series of rooms, solve challenges, fight enemies, gain treasures & escape. The downside? You need to do so in under 10 moves and have a minimum health of 1 hp.

Game Mechanics:

1. **Moving through the rooms in the dungeon:**
   You will start the game in the first room; from there you will be given the open to move to the next room. You can do that by selecting "Move Forward". You can also move backward to replay a room by choosing the "Move Backwards option". Keep in mind every time you go forward or backward, you lose a move, and if you run out of moves, game over!

2. **Challenges:**
   All rooms contain a question or a riddle for you to answer. If you answer correctly, you will proceed; otherwise, you will lose a move as a penalty.

3. **Enemies & Combat:**
   Rooms contain enemies that will attack you. Each one has a different level of attack power. You can retaliate through 3 options. Remember, if your health reaches 0, you lose.
   - Fight using a weapon. This will immediately defeat the enemy.
   - Block the attack. This will reduce the impact by 50%.
   - Trade. Make a deal with the enemy and give up an item from the inventory.
   - Beware not to bluff with the enemies. If you trade or try to use a weapon with and empty inventory, the enemy would attack twice.

4. **Treasure & inventory:**
   Some rooms contain treasures you can collect. These will be automatically stored in your inventory. These are useful for defending yourself from enemies.

5. **Beating the game:**
   The goal is to reach and defeat the last room before your moves and health run out. At any moment in the game, you can choose to quit.

Pro Tips

- Be careful with your moves! **Don't waste them.**
- Some enemies are stronger than others—plan your fights wisely.