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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

1.0 INTRODUCTION

Welcome to the realm of the *Dungeon Keeper.™* This is your world. Above ground all might be peace and harmony, but deep in the bowels of the earth you rule over a realm of chaos and violence. Your task is to plan, dig, and manage Dungeons with which to lure explorers with the promise of untold wealth. You also have to attract an army of evil creatures to do your bidding and, if you keep them fed, housed and paid, you can train them in combat and call on them to deal with the interlopers.

Different rooms attract certain creatures, so how you design the Dungeon directly affects the type of creatures who join your fight against the common good. You also need to dig for gold as this is the only thing that the creatures are interested in (loyalty is not a concept they understand). Each land is ruled over by a Lord who you have to defeat to force his realm into submission. You may also have to fight against rival Dungeon Keepers who know every underhand method in the book and are desperate to gain control of both your gold and your creatures. It's going to require all your wits and wisdom, as well as all your back-stabbing craftiness, to finally gain control of every realm and prove yourself to be the supreme Dungeon Keeper.

The key to exploring the world of *Dungeon Keeper* is to experiment. Everything interacts with everything else and if you have an idea, no matter how outlandish, try it. You might find that you've discovered something to guarantee your victory over the foul forces of good.

2.0 BEFORE THE GAME

See the enclosed Reference Card (*Before the Game*) for information on the Main menu and Level map.

3.0 PLAYING THE GAME

You are now in the main game of *Dungeon Keeper.* This section of the manual takes you through all the game's aspects, explaining the control panels, the different rooms and spells, and how to get the most from your creatures.

The Screen is split into two sections:
The Control panel and the Dungeon View.

• To play the game in high resolution, press [Alt]+[R].

The Control Panel

The Control panel contains a map displaying a limited view of your Dungeon centered on you're current position in the Dungeon View. Under the map are five panels (from left to right): Information, Rooms, Research, Workshop and Creatures. See *The Control Panel* (section 4.0) for more information.
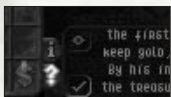
Pop-up icons appear at the edge of the Control panel from time to time. When clicked on, these bring up important information about your dungeon, for example a new discovery, a new creature or a battle involving your creatures. See *Pop-up Icons* (section 10.0) for more information.

The Dungeon View

The Dungeon View displays a detailed overhead view of your Dungeon. Use this view to place rooms and control your creatures. For more information, see *The Dungeon View* (section 11.0).

Each time you put your mouse over an icon or part of your dungeon, a scrolling Tool-tip appears telling you what it is, how to use it and where in the manual it is mentioned and explained.

3.1 MOVING AROUND

As a Dungeon Keeper you should stay on the move to keep a tally on the inner workings of your dungeon.

- To scroll around the Dungeon, press the arrow keys or move the mouse to the edge of the game screen. To scroll at twice the speed, hold [Shift] and press the arrow keys.

- To rotate the map, hold [Ctrl] and press [←]/[→] (or press [Delete]/[Page Down]); to zoom in/out, hold [Ctrl] and press [↑]/[↓] (or press [Home]/[End]).

Markers

Set a marker in your dungeon to advance directly to a designated position using one command.

- To set a marker, press [Ctrl] + [1]–[5].
- To advance to a marker, press [Shift] + [1]–[5].

3.2 THE OPTIONS PANEL

- To access the Options panel, press [Esc] or simply **left-click** on **Q** in the upper right hand corner of the panel.
- To bring up each individual panel, **left-click** the relevant icon.

SAVE   SOUND   QUIT

LOAD   GRAPHICS   COMPUTER ASSISTANCE

3.2.1 LOAD AND SAVE

Load restores saved games.

- To load a game, **left-click** the Load icon, then **left-click** the name of the game you want to load.

To save a game:

1. Left-click the Save icon, then **left-click** a slot.

2. Type your chosen filename, and press [Enter].

3.2.2 GRAPHICS

Graphics contains five options with which you can configure your game: Shadows, View Distance, View Type, Wall Height and Gamma Correction.

Shadows

Determine the maximum number of shadows each creature can cast. The default is four.

View Distance

Set how far your Dungeon is drawn from the center of the Dungeon View. This directly affects the speed of the game. The default is maximum size.

View Type

Toggle the two available views. The default view has warped walls and can be rotated. Left-click the icon to enter a fast, forced perspective view, which is quicker but has straight walls and can only be rotated 90 degrees.

Wall Height

Set the height of your walls.

➤TIP If you make the walls one block high, they are easier to see over. This can help when viewing your creatures.

Gamma Correction

Adjust the brightness of your screen. The default is the darkest.

3.2.3 SOUND

Sound contains two bars with which you can set the volumes; the sound effects volume is at the top and the music at the bottom.

3.2.4 COMPUTER ASSISTANCE

Select four different types of Computer Assistance. Each performs a different task, such as building your dungeon, laying traps or moving your creatures around. The default assistant is **Defensive**.

Aggressive

Constructs your dungeon, lays traps, casts spells and always tries to attack the enemy players.

Defensive

Constructs your dungeon, lays traps and casts spells but never goes out to attack the enemy.

Construction Only

Only builds rooms and lays traps.

Move Only

Only moves creatures and slaps them.

3.2.5 QUIT

Quit takes you back to the Overworld tower.

• To quit, **left-click** on the trash can icon. You are then asked to confirm that you want to quit the game. Click ✓ to confirm or ✗ to cancel.

• To exit a panel or any of sub-panels, **right-click** or press [Esc].

4.0 THE CONTROL PANEL

4.1 THE DYNAMIC MAP

COMPASS POINTS (N, S, E, W)

MAP SCREEN

OPTIONS PANEL
INCREASE SCALE

DUNGEON MAP

COMPUTER ASSISTANT

DECREASE SCALE
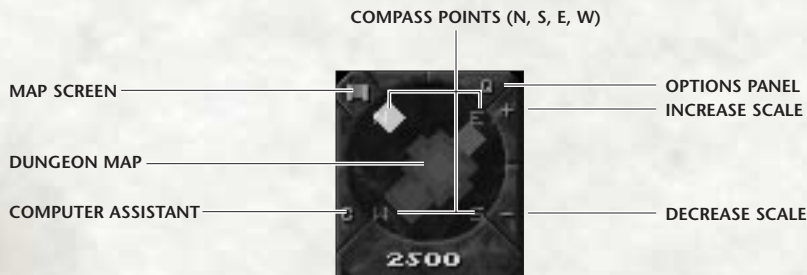
The Dynamic map on the Control panel is centered on your Dungeon View and moves around as you rotate the Dungeon View. At the edge of the map are four letters marking the four points of the compass so that you know the direction you are facing.

• To zoom the Dungeon View to a specific place, **left-click** on the map.

There is a dotted line stretching from the center of the map. This always points directly at your Dungeon Heart. The red areas are tiles owned by you and the gray areas around these tiles are the reinforced walls. Yellow tiles indicate the presence of gold or gems and dark gray tiles are impenetrable rock. Creatures appear on the map as black flashing dots while heroes appear as white dots. Any multicolored flashing squares on the map represent as-yet unclaimed rooms, for example: Portals.

To the right of the map are two icons marked with a + and –. Click these to decrease or increase the scale of the map. To the top left of the map is a scroll icon. Click this to go to the Map screen.

4.1.1 THE MAP SCREEN

- To get to the map screen, click the scroll icon on the Dynamic map or hit M on the keyboard.

This screen displays your entire Dungeon and the surrounding area, which you can dig through. Visually, it is the same as the Dynamic map on the Control panel. If you are battling against an enemy Keeper, you can see any part of his or her Dungeon you have discovered, including the vital Dungeon Heart. Parts of his or her Dungeon appear on the map in the appropriate color.

- To exit the Map screen and return to the center of the Dungeon View, **left-click** on any part of the map.
- To exit the Map screen and return to the Dungeon View without altering your position, **right-click** on any part of the map.
- Use your mouse to move a spy window around your entire Dungeon and surrounding area. All creatures are shown by their individual pictures and experience levels.
- Move your mouse pointer over a room, and a tool-tip displays the name and, if available, information on that room. The appropriate icon labels each room (e.g. a pot of gold blinks over the Treasure Room).

4.2 MONEY

Just beneath the map are some gold digits denoting the total amount of gold you have to spend. Watch this figure carefully—you need to have your Imps dig out more gold if it becomes too low.

5.0 THE INFORMATION PANEL

At the top of the information panel there are two icons indicating the Creature Tendencies. These tell a creature what to do in the event of a battle. The Creature Tendency icons are Imprison and Flee.

5.2 IMPRISON

This is only available if you have built a Prison. This tells creatures to take enemy heroes or creatures to the Prison instead of killing them. For more information, see *Prison* (section 17.10).

5.3 FLEE

This tells the creatures to run away if they are too badly damaged.

5.4 PAYDAY TIME BAR

Below these icons is the Payday Bar. This bar increases gradually over time and, when it reaches its peak, your creatures receive their wages from your Treasure Room.

The following two bars tell you the length of time it takes to research or build a new item. The length of time it takes depends on the size of your Research Room (the Library) or the Workshop. It also depends on the number of creatures working on research in the Library.

5.5 RESEARCH TIME BAR

This indicates the length of time for research of a new room or spell to be completed by creatures using the Library.

5.6 WORKSHOP TIME BAR

This is the amount of time remaining before the building of a new object in the Workshop is complete. The Workshop is used for the construction of traps and doors. Note that you have to build a new trap or door every time you want to place one in the dungeon.

Under the Time bars there are two columns of information on the Dungeon Keeper on each level:

5.7 NUMBER OF ROOMS

The number of rooms that the Keeper has in his or her Dungeon.

5.8 NUMBER OF CREATURES

The number of creatures that the Keeper has under his or her control.

If you are alone on the map, as you are on level 1, the only information available is on your own dungeon. If there are other Keepers on that level their information appears in their own colors.

5.9 QUERY

You can query any creature to bring up the Creature Information panel. While you are displaying a creature's information panel, the Dungeon View follows that creature. To learn how to query a creature, see *Querying a Creature* (section 22.3).

6.0 THE ROOMS PANEL

The Rooms panel lists all of the rooms available for you to build on the current level. When you select a room, a picture icon of that room is displayed.

6.1 SELECTED ROOMS AND INFORMATION
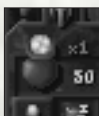
To the left is a picture telling you what room is selected. For example, a bag of gold for a Treasure Room. Next to the picture is the amount of rooms you have of that type.

When you place the first room of that type down, a bar appears to the right of these numbers. This bar indicates, collectively, how full up all those rooms are. If all your rooms of that type are full, the bar is at maximum.

6.2 ROOM ICONS

There are fifteen different room types in *Dungeon Keeper* and each has its own slot on the panel. The icons on the panel have four states: blank, question mark, sunken or raised.

6.2.1 Blank Spaces

If the icon box is blank, the room is not available on the current level.

6.2.2 Question Marks

A question mark means the room is available for you to research.

6.2.3 Sunken Icon

If the icon box is sunken, you have not built any rooms of that type yet.

6.2.4 Raised Icon

If the icon is raised, one or more rooms of that type are available on that level.

• To view the available rooms, **right-click** on a raised icon; this zooms the Dungeon View to each room.

6.3 LAYING ROOMS
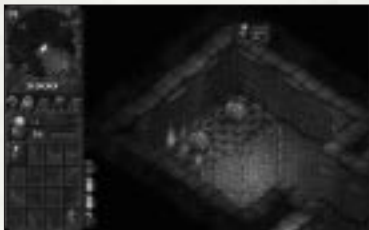
You can only build on an area of Dungeon that you have claimed (a tile with a red dot in the center). Many rooms require a minimum size of three by three tiles before they function properly, such as the Torture Chamber or the Temple. For more information on individual rooms, see *Rooms* (section 16.0).

• To lay a room, move your mouse over an area. Your mouse pointer displays the type of room you are laying. **Left-click** once you find a good spot.

• To cancel the laying of a room, **right-click**. Your cursor returns to normal.

6.4 SELLING ROOMS

The last icon on the panel is the Sell Room icon. Sell a room tile to return it back to normal and earn half its original price.

• To sell a room, **left-click** the Sell Room icon, then move the cursor over an already built room and **left-click** again. The square returns to a normal tile.

7.0 THE RESEARCH PANEL

The Research panel lists all the spells available to use on the current level. There are sixteen spells you can research and use in *Dungeon Keeper* and each has its own square on the panel. When you select a spell, a picture of that spell appears on the panel. It flashes to show that it has been selected. For more information on individual spells, see *Spells* (section 18.0).

7.1 CASTING SPELLS

Some spells must be cast directly on a creature, some must be cast on a place in the Dungeon and others are cast automatically.

- To pick up a spell, **left-click** it. If it needs to be cast on a specific creature, then go to that creature and **left-click** to cast. If the spell needs to be cast on a place in the Dungeon, go to that place and **left-click**.

Each time you pick up a spell, the cursor becomes an icon of that spell so you can see what you are casting. Often, you are able to hold the left mouse button instead of clicking it and this slowly builds up the power of the spell to increase its power or longevity.

When a spell is in action on the map, the icon for that spell becomes raised.

• **Right-click** the spell icon to move the Dungeon View to the place in the dungeon it's being used. Any subsequent **right-clicks** cycle through any of the spells that are currently active.

7.2 CANCELING A SPELL

To cancel a spell while you are still holding it, **right-click**.

8.0 THE WORKSHOP PANEL

The Workshop panel contains all the traps and doors you can place in your Dungeon. Each trap or door must be individually constructed in the Workshop by your creatures.

If you select a trap or a door, a picture icon of that door appears with a number beside it. This number tells you how many of those traps or doors are available. Traps and Doors do not cost anything to place, but must be already manufactured. For more detailed information on Traps, see *Traps* (section 20.0).

8.1 TRAPS

There are six traps in *Dungeon Keeper* for you to manufacture.

8.1.1 Placing Traps

When a trap is placed, it becomes transparent. This is because an Imp has to transport it from the Workshop to the place you specified. When a trap has been set in your Dungeon, its icon on the panel becomes raised.

• To place a trap, **left-click** the icon, then move your mouse to the Dungeon View and **left-click**. You can only place a trap on a tile owned by you, so make sure you plan your defenses carefully.

• To cancel a trap, **right-click**.
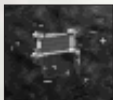
Imps automatically place traps, but you may not want to wait that long. If you drop an Imp onto the transparent trap, it goes straight to the Workshop to get it. If you drop an Imp into the Workshop and onto a square occupied by a trap crate, then the Imp takes it to the nearest trap and arms it. Sometimes an Imp may drop a crate it's carrying because it gets killed or scared. The crate remains on the ground until another Imp, either yours or an enemy's, picks it up. To prevent an enemy from stealing your crate, you can drop an Imp onto the crate and it either takes it back to the Workshop or takes it to a trap if one needs arming.

• To cycle through all traps of the same type, **right-click** the icon.

8.1.2 Selling a Trap

• To sell a trap, **left-click** the Sell Traps and Doors Icon at the bottom of the panel, then move the cursor over the trap and **left-click**; the trap is sold.

8.2 DOORS
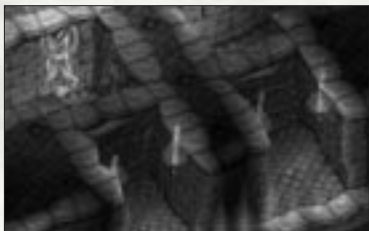
There are four types of door in *Dungeon Keeper.*

Doors are effective barriers against an enemy who has to destroy them to get through. Your creatures, however, are able to go through your doors at will. This makes a good set of doors a very useful addition to the well-protected Dungeon. For more detailed information on Doors, see *Doors* (section 21.0).

8.2.1 Placing Doors

You can only place a door down on your own tiles in a corridor one tile wide. Both walls either side of the tile must already be reinforced by your Imps.

- To select the type of door you want, **left-click** the icon; the mouse pointer changes to show your chosen door type. Move the mouse pointer over the Dungeon View and **left-click** to place the door down in a valid place. Doors appear straight away, unlike the traps.

When a door has been placed down, the icon on the panel becomes raised.

- To zoom to and cycle all the same door types owned by you on the map, **right-click** this icon.

8.2.2 Locking Doors
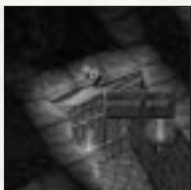
If you *don't* want your creatures walking through doors, you can lock them. This allows you to cut off parts of your Dungeon.

To lock a door:

1. Place your mouse over a door and the pointer changes into a spinning key.

2. Left-click to lock the door; a similar spinning key icon appears over the door to show you that it is currently locked.

- To unlock a door, **left-click** the door again and the spinning key icon disappears.

8.2.3 Selling a Door

- To sell a door, **left-click** the Sell Traps and Doors Icon at the bottom of the panel. Move the cursor over the door and **left-click**. The door is deleted.

9.0 THE CREATURE PANEL

The Creature panel gives you information on the activity of your creatures. At the top of the panel are three icons: idle (question mark), working (brick) and fighting (sword).

Further down the panel is a picture of the type of creature selected and under the relevant icon a number showing how many are involved in specific activity. The panel can display six types of creature at a time; if you have more than six, scroll arrows appear at the top and bottom of the panel enabling you to scroll up and down the list.

For more information on individual creatures, see *Your Creatures* (section 22.0). And to learn how to pick up creatures directly from the panel, see *Picking Up and Viewing Creatures* (section 22.2.1).

9.1 IDLE

The creature is just existing in your Dungeon and not involved in anything constructive or useful. They can be asleep in their Lairs or finding food to eat.

9.2 WORKING

The creature is doing work for you. Imps are busy tunneling, reinforcing walls, placing traps or digging gold. Other creatures could be in the Workshop, Training Room or researching in the Library.

9.3 FIGHTING

The creature is involved in a battle somewhere.

10.0 POP-UP ICONS

Pop-up icons appear periodically at the side of the Control panel. They give you important information on the status of your Dungeon. There are six different icons: Objective (question mark), Important Information (exclamation mark), a Battle (sword), New Creature (creature), Manufactured Item (hammer) and Newly Researched Item (book).

10.1 READING POP-UP ICONS
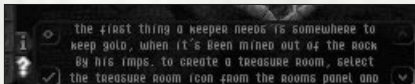
- To open one of these icons, **left-click**. A transparent window with a message in it appears at the bottom of the screen. On each window are four icons: Zoom to Area (eye), Close Window (check-mark) and ↑↓ to scroll the text. Some of these icons may not be available depending on the message and its length.

- To close the window, **left-click** the icon again. The icon remains on the screen until it is deleted.

10.2 DELETING POP-UP ICONS

- To delete a message, **right-click** the Pop-up Icon. You cannot delete an objective message.

10.3 Objective

These messages tell you what you need to do to complete the level, or a certain part of it. If you discover a new part of the map such as an area or a spell, you are told how to use it.

- **Left-click** on the eye icon to go to the Dungeon Heart. If there is a lot of information, use the arrow keys to view all the text.

- **Left-click** the check-mark icon to close the window.

10.4 Important Information

If you discover a new area or a spell, the Important Information icon appears.

- **Left-click** the eye icon to see the new area.

10.5 A Battle

If there are any battles in progress, this flashing icon appears. The flashing continues until all battles are decided.

Each row on the window represents a single battle. To the left of the 'vs' symbol are your creatures, represented by their pictures, and to the right are the heroes or enemy creatures. Above each picture is the creature's experience level and below is the creature's health. For more information on battles, see *Battles, Heroes and Enemy Creatures* (section 28.0).

- To zoom to any of your creatures, **right-click** on the creature's picture. You can also zoom to the enemy in the same way provided they are on your land.
- To pick any of your creatures, **left-click** on their pictures.
- You can cast spells directly onto the creatures and enemies by **left-clicking** on the spell icon and then **left-clicking** on the creature's icon. This allows you to heal damaged creatures without having to hunt for them in the melee.

10.6 New Creature

If a new type of creature enters your Dungeon from a Portal, this window tells you what it is. For information on individual creatures, see *Creature Types* (section 24.0).

- **Left-click** the eye icon to see the new creature.

10.7 Manufactured Item

If your creature manufactures a new item in the Workshop, this message appears giving you information about it. For information on individual items, see *Traps and Doors* (section 19.0).

- **Left-click** the eye icon to see the details of your Manufactured Item.

10.8 Newly Researched Item

If a creature researching in the Library discovers a new spell or item, this window appears telling you about it. For information on individual spells, see *Spells* (section 18.0).

- **Left-click** the eye icon to see the new item.

11.0 THE DUNGEON VIEW

The Dungeon View is an overhead view of your Dungeon so that you can see all that goes on inside. You're able to view all your rooms in action and all your creatures walking around performing the evil tasks you've set them.

- To scroll around the Dungeon, press the arrow keys or move the mouse to the edge of the game screen. To scroll at twice the speed, hold [Shift] and press the arrow keys.
- To rotate the map, hold [Ctrl] and press [←]/[→] (or press [Delete]/[Page Down]); to zoom in/out, hold [Ctrl] and press [↑]/[↓] (or press [Home]/[End]).

11.1 YOUR MOUSE POINTER

Your mouse pointer is dynamic and changes depending on what it is positioned over. It also acts as a light in your Dungeon and cast rays in even the darkest areas.

11.1.1 Normal (an arrow)

If your mouse is over a normal tile that cannot be altered, such as an ordinary corridor tile, your mouse pointer is a standard arrow.

11.1.2 Digging (a pickax)
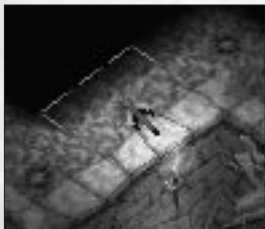
If your mouse is over a part of the map that hasn't been dug out, the pointer changes to a pickax, and you are able to tag that tile for digging.

See *Building Your Dungeon* (section 12.0) for more information.

11.1.3 A Creature (a hand)
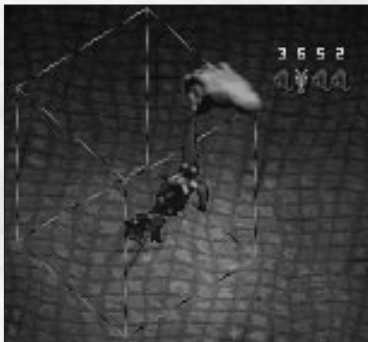
If your mouse is over a creature, the pointer changes to become the Hand of Evil.

While your mouse is over the creature, a symbol will appear shaped like a red eight pointed star. The number in the center of this star is the creature's experience. The spikes on the star represent the creature's health. If the creature is at full health, then all the spikes will be bright red. The lower its health, the fewer the number of spikes.

- **Left-click** to pick up that creature (**right-click** to drop them again).
- To slap a creature, **right-click**. This makes the creature faster and more obedient but also damages its health.

For more information, see *Picking Up and Viewing Creatures,* (section 22.2.1) and *Slapping Creatures* (Section 22.2.2).

11.2 THE DUNGEON HEART
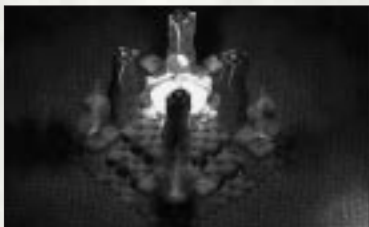
The Dungeon Heart is the life force of your Dungeon. You always start off with one and you must take good care of it because if it is destroyed you lose the level.

The size of the Heart depends on its strength; this is on maximum at the start of the level. If heroes or enemy creatures breach your Dungeon walls and start attacking the Heart, it starts to shrink.

If you destroy the Dungeon Heart of a rival Keeper, you have vanquished him or her.

• To zoom to the Dungeon Heart at any time, press [H].

11.3 YOUR IMPS

You start every level with few Imps. These creatures are unique in their abilities and are very valuable as they perform the digging and maintenance of your Dungeon. They are fast but very weak and, although they can attack heroes or enemy creatures, they are easily killed. It's best to keep them away from combat.

12.0 BUILDING YOUR DUNGEON

When you begin a Dungeon, you need three rooms to make sure your creatures are happy: a Treasure Room for gold, a Lair for your creatures to rest and a Hatchery for your creatures to eat.

12.1 DIGGING

To dig out new caverns:

1. Go to where you want the new room to be, and **left-click** on a tile of un-mined earth. Your mouse pointer changes to a pickax.
2. **Left-click** on the tile of earth and it is marked with yellow stripes.
3. **Left-click** on more earth tiles to mark more for digging. Hold down the **left** mouse button to paint large areas with the yellow tagging stripes.

Your Imps now go to the selected piece of earth (as long as they can reach it) and start to dig with their picks. The wall soon collapses leaving a bare patch of ground. You aren't able to build on this yet as it's not owned by you.
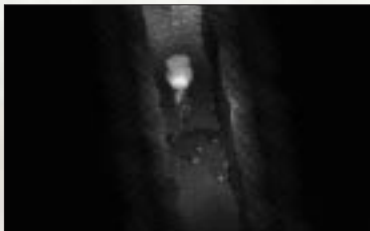
Once your Imps have finished digging out new land they lay tiles. This means you have claimed that land and can build on it. The land has a central tile in your own color (red) so that you can see it is yours. Any enemy Keepers have colors of their own to distinguish their tiles from yours.

When all the bare earth has been claimed, the Imps start to reinforce the walls. This takes quite a bit of time but is very useful because, once completed, heroes and enemy Keepers are unable to tunnel into your Dungeon without a Destroy Walls spell.

- To deselect a square you have tagged for digging, just **left-click** the square. The yellow stripes disappear.

12.2 Gold
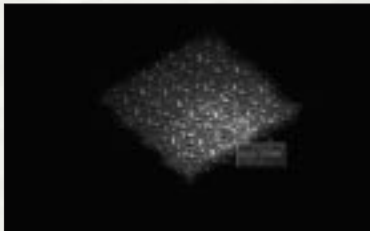
Some un-mined areas on the map are sparkling and have veins of gold in them. Dig these out (by tagging them in the same way as normal earth) and your Imps take the gold to a Treasure Room. If there is no Treasure Room available, the gold is simply left on the ground. Make sure that you have enough Treasure Room tiles to hold all the gold. If not, you can always enlarge your Treasure Room, or build a new one.

Once Gold has been dug out, it appears as lumps of treasure on the ground which can be picked up, as long as they are on a tile owned by you. They can then be placed directly in the Treasure Room or given to a creature by **left-clicking**. This kind of bonus makes the creature very happy.

➤ Remember to dig for gold so that your creatures don't get disillusioned and fight amongst themselves.

12.3 Gems

Mining gems adds to your overall wealth, but they act differently to normal gold blocks. Gems cannot be destroyed and therefore give you an infinite supply of gold for your Dungeon. The downside is that it takes much longer for your Imps to mine them. If the Treasure Room is full, then your Imps simply pile up the gold around the Gem block until they get fed up of digging it.

• To dig a Gem block, select it as you selected an area of gold; to stop mining, deselect it in the same way.

12.4 Impenetrable Rock

Some tiles on the map are made of solid rock and cannot be dug out. These appear as a lighter, harder texture that are always visible on the screen, even if you haven't yet tunneled to them. The only solution is to go round impenetrable rock. The experienced Keeper is aware that building near such rock can have important defense implications.

13.0 BUILDING BASIC ROOMS

13.1 BUILDING A TREASURE ROOM

Your first room should be a Treasure Room as you need to store gold to pay wages to the creatures in your Dungeon.
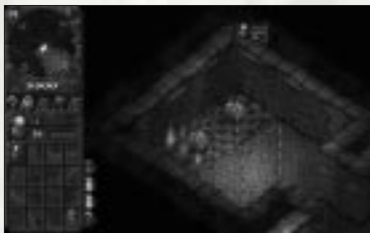
To build a Treasure Room:

1. From the Control panel, open the Rooms panel and select the bag of gold icon. Your pointer changes into a bag of gold.

2. Move the cursor over an empty tile and **left-click** to place it down. The Dungeon shakes as it is placed down and a number appears, telling you how much that room tile cost.

➤ Build a square room of three by three tiles to start with.

Once the room has been built, a flag lets you know the room type. It also has three bars, which are explained further in *Rooms* (section 16.0).

Once you dig out gold, the Imps take it to the Treasure Room and deposit it on the tiles.

13.2 BUILDING A LAIR

When new creatures enter your Dungeon, they always look for a Lair. Without one, your creatures aren't able to rest and make a home. They soon become unhappy and leave.

- To build a Lair, from the Control panel, open the Rooms panel and select the sleeping creature icon. Place the room down in the same way as the Treasure Room.

➤ You may need to make the Lair bigger than the Treasure room as each creature in your Dungeon claims one room tile as their own, so as soon as you open your Dungeon, it begins to fill up.

13.3 BUILDING A HATCHERY

Creatures need wages, sleep and food to keep them happy. Food is grown in the form of chickens in your Hatchery.

- To build a Hatchery, from the Control panel, open the Rooms panel and select the icon shaped like an egg. Find a spare space and place the room down in the same way as the Lair.

➤ This room can be small to begin with but its production rate depends on its size so the more creatures you have, the larger the Hatchery needs to be.

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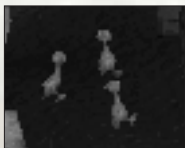
Once a tile has been laid, eggs start to rise through the earth. After a while they hatch and become chickens which wander around the room and peck at the floor. When a creature wants to eat, it simply goes to the Hatchery, picks out a chicken and eats it.

If you slap a chicken, it explodes in a puff of feathers. This, though good fun, is wasteful; do it sparingly to conserve your resources.

14.0 CONTINUING YOUR DUNGEON

Now that you've built the basic rooms, you need to find a Portal on the map and tunnel towards it. Without one, creatures can not enter your Dungeon. The more Portals you have, the more creatures you attract so make sure you get them before any enemy Keepers.

14.1 WATER

As you dig around, you may uncover some water. Your creatures aren't harmed by this, and, in fact, some may live in it. Water can be a very useful tactical asset but you are not able to build on it.

You can, however, either use the Cave-In spell (section 18.13) or the Bridge room tile (section 17.6) to make new land on the water. You can then expand your Dungeon onto this reclaimed land, however you cannot build on it.

14.2 LAVA
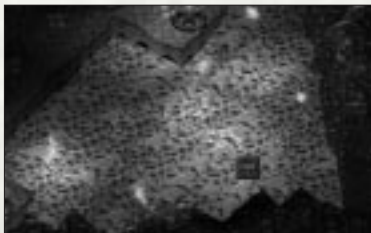
Lava is uncovered the same way as water but is much more deadly. Your creatures avoid it but are hurt if dropped in it. Some creatures, like the Dragon, cannot be harmed by lava.

The only way to get over lava is to do a Cave-In (section 18.13) or build a Bridge (section 17.6) over it. Lava can have great tactical importance in your battle against the just and good.

15.0 HIDDEN ROOMS AND SECRETS

As you dig around, look out for hidden rooms and secrets. These include new spells, a secret surprise, a new room or a Hero Gate. Hidden items are always worth investigating.

15.1 SECRET SURPRISE

These appear as boxes with question marks and spikes. If you move your mouse over the icon, the pointer changes into the Hand of Evil. When you **left-click** the secret, it activates. Examples of Secret Surprises include: all research completed, resurrect a creature or even an entire secret level. To begin a secret level you must click on its flag on the Level map upon completion of the current map.

15.2 NEW ROOMS

If you come across a hidden room, a Pop-up Icon appears telling you what you have discovered. You then see the room on the Control panel for you to use later. Some rooms may come with new creatures unique to that room.

15.3 HERO GATES

These Gates appear as wavy, transparent teleporters and act as entrances for heroes. They are a weak spot in your Dungeon so guard them carefully.

16.0 ROOMS

16.1 ROOM FLAGS

When a new room is built a flag appears on the first tile that was laid down. The flag has a picture icon on it telling you what type of rooms it is. Next to the icon are three bars: Health (top red bar), Capacity (middle green bar) and Efficiency (bottom white bar).

16.1.1 HEALTH

If an enemy Imp enters your Dungeon and begins to take over one of your rooms, you see the health of that room start to fall. Once the room has been drained of health, the room belongs to the enemy Keeper.

16.1.2 CAPACITY

This indicates how full the room is. If the bar is high then it is nearly full and you should consider expanding.

16.1.3 EFFICIENCY

You can build a room any size and shape you want, but that room might not be as efficient. Efficiency directly affects the rate at which a room works. A more efficient Hatchery, for example, produces more chickens, a more efficient Library researches faster. A totally inefficient room is a single tile on its own. It is, in fact, negatively efficient.

If a room tile has another room tile of the same type placed next to it, its efficiency automatically increases. The more room tiles of the same type surround it, the more efficient it becomes. The most efficient room tile is one that is completely surrounded by room tiles.

In general, large, square, enclosed rooms are the most efficient. Sometimes it's impossible to build rooms in the shape you want—the Efficiency rating helps you make the best of the area you've got.

Efficiency also affects the fire trail which travels around the perimeter of the room. The higher the flame, the more efficient the room.

17.0 INDIVIDUAL ROOMS

Each room in *Dungeon Keeper* is individual and performs its own useful function within your Dungeon. Listed is the creature that is attracted when you build a room of that sort, plus the size of the room required to attract that type of creature.

17.1 TREASURE ROOM

Creature attracted: Dragon (also needs Lair) and Demon spawn (also needs Training Room).

The minimum size it has to be to attract that creature: 25 tiles.

Zoom To key: ⓣ

The Treasure Room is where all your gold is stored. Gold can be both mined and collected from the bodies of enemies. You can also pick up gold from anywhere in your dungeon and deposit it into your Treasure Rooms directly.

To pick up treasure deposited in your Treasure Rooms:

1. Move your mouse over a pile and **left-click**.

2. Right-click to drop it into any other Treasure Room, allowing you to concentrate your treasure in a well-defended place.

If an enemy Keeper spies your Treasure Room, he may dig for it. Heroes often make their way directly for the Treasure Room, too.

17.2 LAIR

Creatures attracted: Beetle, Vampire (also needs Graveyard), Spider (also needs Hatchery), Tentacle (also needs Temple), Dragon (also needs Treasure Room), Bile Demon (also needs Hatchery).

The minimum size it has to be to attract each creature:

Beetle:	1 tile.
Vampire:	9 tiles.
Spider:	9 tiles.
Tentacle:	9 tiles.
Dragon:	15 tiles.
Bile Demon:	25 tiles.
Zoom To key:	Shift+L

The Lair is where your creatures sleep and rest.

When a creature enters a level, it first secures its place in a Lair. Each creature has its own individual Lair so that you can easily tell who has made their home there. Most creatures take up one Lair tile to themselves but a few take up more, so make sure you have sufficient space.

Some creatures dislike each other, like the Spider and the Fly, and you should therefore avoid making a Lair for them in the same room as each other. If you only have one Lair then these creatures fight one another to the death.

You can pick up creatures or possess them even if they are sleeping, but this generally annoys them as it disturbs their rest.

If you drop a creature in a Lair, it's forced to set up its home there. This way, you can avoid any fights and control where your creatures go. Carefully placed Lairs around your Dungeon can act as a good defense against intruders as there are always some creatures sleeping there.

17.3 HATCHERY

Creature attracted: Spider (also needs Lair) and Bile Demon (also needs Lair).

The minimum size it has to be to attract each creature:

Spider: 9 tiles.

Bile Demon: 25 tiles.

Zoom To key: Shift + H

Hatcheries generate chickens, which all creatures (apart from Imps) eat to sustain themselves.

Chickens are mindless creatures that wander around pecking at the floor for food. When creatures are hungry, they enter the Hatchery and eat a chicken or two to fill themselves up. Creatures eat a lot, so make sure that your Hatchery is large enough to sustain your entire menagerie.

If you slap chickens, they explode amusingly.

You can Possess chickens (see Possess Creatures in *Spells,* sections 18.1 and 27.0) but you have no control over them. You can also pick up chickens and place them anywhere in your Dungeon. Unfortunately, the chickens soon die if they are not returned to the Hatchery. Place the chicken in a Prison (section 17.10) and any creatures currently imprisoned fight over the chicken and the victor gets to eat it.

If you drop any creature in a Hatchery, it eats a chicken whether it is hungry or not.

17.4 LIBRARY

Creature attracted: Warlock.
The minimum size it has to be to attract that creature: 9 tiles.
Zoom To key: L

The Library is the research center of your Dungeon. From here, you can research new spells, traps and doors to use against an enemy.

You can tell what you need to research on a level if you look at the Research panel on the Control panel (section 7.0). On some squares, you may see a question mark. This is where spells and objects go when research has been completed.

A creature placed in a Library starts to research immediately and occupies a single floor tile. The more creatures in the Library, the faster the research is completed. The room efficiency also directly alters the research speed (see the *Room Flags*—section 16.1).

When something is researched, the creatures dance around before continuing onto the next piece of research. If a spell is researched, it appears in your Library as a floating spell book and remains there permanently. The spell takes up one tile in the Library so make sure you have more space to research with. As the spell is permanently held in the Library, it is vulnerable to attack. Therefore, an enemy can take over your Library and steal your spells.

If a creature's primary job is researching in the Library, it suffers from job stress. If a creature enters the Library who is not primarily a researcher, then the researching creature attacks the other. This has a detrimental effect on your research so make sure you build the Library away from the main walking routes.

17.5 TRAINING ROOM

Creature attracted: Orc (also needs Barracks). The Training Room is also needed to attract a Demon Spawn (also needs Treasure Room).

The minimum size it has to be to attract each creature:

Orc: 9 tiles.

Demon Spawn: 1 tile.

Zoom To key: Shift + T

The Training Room is the place where creatures can increase their experience. When a creature gains experience, they become larger and may receive powers that are devastating in battle.

When a creature either goes to, or is dropped into, the Training Room, it takes up one floor tile to train on. The creatures then go around hitting pillars or the spinning training posts. Some creatures can also fight with other creatures as this helps them to train at a greater speed. While creatures are training, they require a lot of gold, so make sure you have enough.

Creatures start off in your Dungeon at skill level 1, which is the weakest of all. The maximum they can get to is level 10 and they become very large and fast. When a creature goes up an experience level, it performs a dance before resuming its training.

Creatures that are naturally loyal, such as the Hellhound, often group up with other creatures they know they can learn from. Other creatures attain extra skills when training. For example the Warlock gains spells as their experience increases and level ten Demon Spawn become level four Dragons when fully trained.

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17.6 BRIDGE
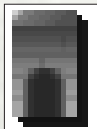
Zoom To key: Shift + B

The bridge is a safe way of crossing water and lava. Just place them where you want them and **left-click**. Creatures subsequently traverse your bridges on their way to other parts of the map.

17.7 GUARD POST

Creature attracted: None

Zoom To key: [Shift]+[G]

If you place a creature in a Guard Post, the creature remains there unless it needs food or rest. It is on a constant lookout for heroes and enemy creatures and, should any appear, it attacks them.

You can drop a creature in the Guard Post. A creature with a natural tendency to guard, such as the Orc, automatically goes to an empty Guard Post and watches for invaders. Each creature takes up one room tile.

If a rolling boulder from a Boulder Trap (section 20.1) hits a Guard Post square, then the Guard Post square is destroyed and the floor returns to bare earth.

17.8 WORKSHOP

Creature attracted: Troll.

The minimum size it has to be to attract that creature: 1 tile.

Zoom To key: [W]

The Workshop is where all the traps and doors are manufactured for you to place around your Dungeon.

A trap cannot be manufactured if it is not available on the Workshop panel (section 8.0).

As a creature manufactures an object, it hammers on the anvils and hits the center of the machine. Each creature in the room takes up one tile. When a new object is manufactured, the creatures cheer and dance and a Pop-up Icon appears telling you what has been made. This new object appears in the form of a crate which, again, takes up one tile in the room.

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Unlike spells, each object can be built many times and is always stored in the Workshop. You may find yourself running out of space if you're not careful. Each object also requires the room to be of a certain size before it can be manufactured. For more information on each individual object, see *Traps and Doors* (section 19.0).

When you lay a trap in your Dungeon, it becomes transparent which indicates that it hasn't been armed. An Imp then goes to the Workshop and drags the trap to the specified location. This takes time, so make sure that your Workshop is accessible to all areas of your Dungeon. Also, if an enemy Keeper invades your Dungeon and takes over your Workshop, he attains all your traps and doors.

➤ *Remember:* the efficiency of the Workshop directly affects how fast each object is manufactured.

17.9 BARRACKS

Creature attracted: Orc (also needs Training Room).

The minimum size it has to be to attract that creature: 1 tile.

Zoom To key: B

Barracks enable you to group creatures and then take control of one to guide them around your dungeon. To do this, you have to pick up all the creatures you want in your group and drop them onto a Barracks room. The creatures stay in the room until you Possess one of them. These groups can then be guided around your dungeon.

Some creatures do not group together. Spiders and Flies definitely don't get along in a group.

• To leave the creature, **right-click**. The group breaks up and each creature returns to its normal job.

For information on the Possess Spell, see section 18.1. For instructions regarding the Possess Creature mode and controlling the creature directly, see *Possessing Creatures* (section 27.0).

17.10 PRISON

This room attracts no creatures but dead creatures will have a chance of being resurrected as a skeleton.

Zoom To key: Shift+P

The Prison is where you put all your troublesome creatures and captured enemy heroes and creatures. Creatures can be safely kept in this room until you take them out or they starve.

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You can drop your own creatures in the Prison just by picking them up. Heroes and enemy creatures have to be captured before they can be taken to the Prison. To do this, go into the Information panel on the Control panel and **left-click** the imprison button (section 5.2). This tells your creatures to capture the invaders instead of killing them.

When creatures are in Prison, they take up one tile each. A prison that is over-crowded could burst, causing a jailbreak. Jailbreaks also occur if a tile owned by a player is next to a prison owned by another player.

Creatures are free from the influences of an enemy Scavenger Room while in a Prison, but it also means that they cannot get to food. Remember that creatures starve to death in the prison if you don't feed them, although if a humanoid creature dies, they become a Skeleton for your army. To feed creatures, go to the Hatchery and pick up a chicken as you would a normal creature. Then go to the prison and drop it in. The creatures fight over the chicken whether they are hungry or not. After all, they don't know where their next meal is coming from.

17.11 TORTURE CHAMBER

Creature attracted: Dark Mistress.

The minimum size it has to be to attract that creature: 9 tiles.

Zoom To key: Alt + T

The Torture Chamber is where you can torment both your own and enemy creatures. There are many factors that this room can influence, although any creature being tortured slowly loses its health until it eventually dies or you let it go.

You can drop your own creatures straight in and start the torture. The creatures is then tormented by the machine in the room. Each creature you put into the room occupies a single floor tile. While you are torturing one of your own creatures, its wages drop to half the normal value. Also, all the creatures of its type begin to work twenty-five percent faster. This is because they're scared. If you drop another creature of the same type in the room, it won't make any difference to the increase in work rate.

To place heroes and enemy creatures in the Torture Chamber, you first have to capture them and place them in a Prison. Once they are in the cell, you can then pick them up as if they were your own creature and do what you want with them. While they are being tortured, two things can happen. First, they have a small chance of revealing the layout of the enemy Keeper's Dungeon. Secondly, they have a slightly greater chance of being converted to your side. Remember though, while a creature is suffering torture, it is slowly dying. It has a tolerance level to torture and will resist until this level is reached. The efficiency of the room affects how long it takes to break down a creature's resistance, so design your room carefully. Some creatures, notably the Dark Mistress, receive an increase in happiness from watching the torture take place, while some particularly sick creatures actually enjoy the experience of being tortured.

If a creature dies from torture, it turns into a Ghost.

17.12 TEMPLE

This room is needed to attract a Tentacle into your Dungeon (also needs Lair).

Zoom To key: Ctrl + T

The Temple is where creatures go if they are unhappy. Being in the Temple raises their contentment level. You can also sacrifice creatures to please the gods here.

When a creature goes to the Temple, it dances around the Temple Font and occasionally stops for prayer. Each creature in the Temple takes up one tile. You can drop creatures onto the Temple to make them happier but the Temple also does other things to certain creatures. If a creature is diseased or has been changed into a chicken, dropping it onto the Temple cures it. The room also stops creatures being scavenged by enemy Keepers for a little while.

You can sacrifice creatures by dropping them directly into the Temple Font. Certain creatures or groups of creatures give you great benefits as their sacrifice pleases the gods. If you make a bad sacrifice, however, the gods punish you. Sacrifice carefully.

17.13 GRAVEYARD

Creature attracted: Vampire (also needs Lair).

The minimum size it has to be to attract that creature: 9 tiles.

Zoom To key: G

The Graveyard is different from all the other rooms in the game as it has no need for creatures to operate it. It is used to store the decomposing bodies of creatures that have fallen in your Dungeon. If a creature walks past a dead body anywhere else, it gets a little bit unhappy. The Graveyard is a good way of clearing up corpses.

Your Imps drag the dead creatures to the Graveyard provided there is enough space. Each dead body takes up one tile in the room until it decomposes. Once it has decomposed, the space is free. And once a certain number of bodies have decomposed, a Vampire is created for you to command.

Efficiency won't affect this room in any way so you can place a Graveyard anywhere.

17.14 SCAVENGER ROOM

Creature attracted: Hellhound.
The minimum size it has to be to attract that creature: 9 tiles.
Zoom To key: Ⓢ

The Scavenger Room allows you to head-hunt enemy creatures and turn them to your side. It can also attract new creatures to your Dungeon.

If you drop a creature into the Scavenger Room, it dances around the center of the room casting its evil influence around the map. It targets the lowest level creatures of its type first before looking further afield for other creatures. If necessary, the scavenged creatures increases the chance of another creature of the same type arriving from a Portal.

When a creature switches sides and joins the ranks of your minions, it instantly becomes happy as it has a new master.

Each creature in the room takes up one tile, but more creatures in the room, especially of the same type, greatly increase the chances of your side scavenging a new creature.

Remember that creatures in a Prison and those that have been to the Temple recently cannot be scavenged.

17.15 SELL ROOM

To sell a room either to gain gold or to simply free up space, **left-click** the Sell Room icon and then move the mouse over the tile you want to remove. Left-click again and you are given half the money you paid for it.

18.0 SPELLS

A number of spells are available for you to use. You can either find them in secret rooms, or you may research them. Either way, once they are on the Spells panel section of the Control panel, they are available for use.

Most spells need to be cast on the Dungeon View, while some spells, such as Armageddon, are cast as soon as you click the icon and then confirm it.

If placed in an invalid location, the mouse pointer turns into a circle with a diagonal stripe inside. This prevents you from using the spell.

- To cast the spell on a creature, **left-click** its icon, then **left-click** the target creature.

- If the spell has to be cast on the map, **left-click** its icon, then **left-click** on the map where you want it.
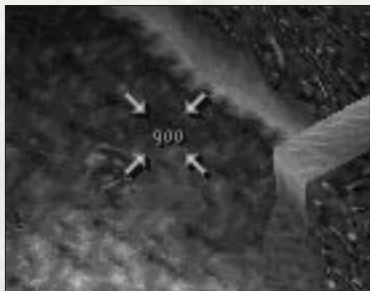
Many spells can be powered up.

- When you are casting the spell, instead of just clicking on the creature or the map, hold down the **left** mouse button. On the mouse pointer, you can see numbers increase and the arrows on the pointer spread wider apart. The numbers on the pointer are the price of the spell rising. When you are happy with the strength of the spell, release the **left** mouse button and the spell is cast at its new strength.

If a spell is in action, such as the Sight of Evil, its icon on the Spell panel is raised.

• To move the Dungeon View to the spell, **right-click** the icon.

18.1 POSSESS CREATURE

This spell is the most unusual of all and allows you to directly control a creature by seeing through its eyes. You can move it about the Dungeon, dig, fight, and explore for however long you want.

• To cast the spell, **left-click** the spell's icon and then on the creature you want to possess. You can also possess a creature by holding [Shift] + **left-clicking**.

For more information on this spell and how to control the creatures, see *Possessing Creatures* (section 27.0).

18.2 CREATE IMP

This spell allows you to create new Imps to work in your Dungeon. The price of the spell depends on the number of Imps already present. This spell can only be cast over tiles claimed by you.

• To create an Imp, **left-click** the spell icon and then **left-click** on one of your own tiles. An Imp immediately jumps from the mouse pointer and gets to work.

18.3 SIGHT OF EVIL

This spell can be cast anywhere on the map to expand it, revealing hidden parts of the underworld to you. This is especially useful for spying on an enemy if you can't see the extent of its Dungeon.

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• To cast this spell, **left-click** the icon and then click on the area you want to see. Hold down the **left** mouse button as you are casting the spell to make it last longer. Note, that doing this makes it more expensive.

➤ While the spell is active, you can also cast a spell within the area you have uncovered, such as the disease spell.

18.4 SPEED MONSTER

If you need a creature to do something quickly, such as research or fight, then the Speed Monster spell can be used to double the rate at which they perform a task. The spell wears off after a time.

- To speed a creature up, **left-click** the spell's icon and then **left-click** on the creature in question. The creature starts to blur and perform tasks at an accelerated rate.
- To increase the amount of time the spell lasts, hold the **left** mouse button down when casting the spell. Remember that doing this costs you more gold.

18.5 MUST OBEY

This spell accelerates ALL of your creatures and forces them to perform their tasks much more quickly for however long the spell lasts. The spell's cost depends on the number of creatures in your Dungeon, so make sure you have enough gold.

- To cast the spell, **left-click** the spell icon. Your creatures are now under your direct control for the duration of the spell.
- To cancel the spell, **right-click** the spell icon on the Research panel.

18.6 CALL TO ARMS

If you have a battle on your hands then the Call To Arms spell rallies your creatures to that spot. If you cast the spell on a tile you have claimed as yours, the spell costs you nothing, but if you cast it on unclaimed earth or an enemy's tile, the spell constantly drains gold from your Treasure Rooms. The spell stays active until you cancel it or run out of money.

- To cast the spell, **left-click** its icon, then **left-click** anywhere on the map. The spell casts its influence around an area of your Dungeon, calling all the creatures to that point.
- To cancel the spell, **right-click** the spell icon on the Research panel.

18.7 CONCEAL MONSTER

You may resort to stealth to explore a Dungeon. Casting this spell on a creature makes it invisible to heroes and enemy creatures, although it is visible when fighting. Be warned, ghosts can see invisible creatures.

• To cast the spell, **left-click** the spell's icon, then **left-click** on the creature you want to conceal.

18.8 HOLD AUDIENCE

Another powerful spell, Hold Audience summons all your creatures to the Dungeon Heart. They then circle it dancing until the spell stops after which they continue their normal jobs. This spell is useful if you need to quickly defend the Dungeon Heart from attack, although it only works once.

• To cast this spell, **left-click** the icon and then confirm that you wish to cast the spell. All your creatures now converge on the Dungeon Heart.

18.9 HEAL

If you do not have time to send your creatures to the Temple for healing, you can cast the Heal spell on them to return them to full health. The spell is cast on an area of the Dungeon and the spell then heals all the creatures within a certain radius. The Heal spell only works on your own creatures.

• To cast the spell, **left-click** the spell icon and then **left-click** on an area of Dungeon to cast the weakest version of the spell.

• To increase the range, hold down the **left** mouse button while casting—this will cost you.

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18.10 LIGHTNING STRIKE

This is a very powerful spell that does a lot damage to any creatures it hits. The spell has to be cast on an area of the Dungeon or enemy creature to take effect and won't do any damage to your own creatures.

• To cast the spell, **left-click** its icon and then select the place you want to attack. Then either **left-click** for a small burst, or hold down the **left** mouse button for a stronger, more effective but costlier strike.

18.11 PROTECT CREATURE

The Protect Creature spell reduces the damage creatures take in battle, making them stronger and more durable. The spell lasts a limited time.

- To cast the spell, **left-click** the spell's icon and then **left-click** on the creature. To increase its strength, hold the **left** mouse button when casting the spell—this will cost you.

18.12 TURN TO CHICKEN

If you need to combat a sudden invasion and you are hopelessly outnumbered, you can cast this spell on an enemy creature and turn them into a chicken for a limited time. Although they aren't able to fight back, they retain their original strength so they may take a bit of time to kill.

If one of your own creatures is changed into a chicken, it makes its way to the Hatchery, where the other chickens live. Make sure it does not get accidentally eaten. The spell can be countered by picking up the creature and putting it in the Temple to be cured.

- To cast the spell, **left-click** the spell's icon and then **left-click** on a hero or enemy creature. The spell then turns the targeted creature into a chicken.
- To increase the strength of the spell, hold the **left** mouse button when casting the spell—this costs you more gold.

18.13 CAVE-IN

Cave-In allows you to partially collapse the roof of a Dungeon, whether it is your own or an enemy's. If there are any creatures under the rock-fall as it is happening, they will get damaged and run away.

- To cast the spell, **left-click** its icon and then move the mouse pointer to where you want the rock-fall, then **left-click** on the map to collapse one square's worth of roof or hold the **left** mouse button to increase the size of the destruction.

18.14 DISEASE

The disease spreads like a plague among the enemy creatures if cast. If you give it to one creature then each time they encounter another creature, they have a chance of passing it on. While they have the disease, they are also slowly dying. If the spell is cast on one of your creatures, then you can cure them by placing them in the Temple.

• To cast the spell, **left-click** the spell's icon and then select the creature you want to infect with the disease. Then either **left-click** or hold the **left** mouse button to increase the strength of the spell. The stronger the spell, the longer it lasts but the more it costs.

18.15 ARMAGEDDON

This is a very powerful spell that creates an incredible battle around your Dungeon Heart.

When you cast the spell, you're asked to confirm whether you want to go ahead with it or not. If you do, all the creatures on the level, both yours and any enemy's, are transported to your Dungeon Heart and begin an almighty battle.

Make sure that you have enough to conquer all the enemy hordes otherwise you could find yourself instantly creating the very situation you have been trying to avoid.

18.16 DESTROY WALLS

You cannot break through an enemy Keeper's fortified Dungeon walls just by digging. You can dig through normal earth but if it is fortified, you need to cast the Destroy Walls spell. The spell does not destroy walls, just gets rid of the fortifying stone blocks and returns them to mineable earth.

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• To cast the spell, **left-click** the spell's icon and then select the square of fortified wall you want to destroy. The wall then becomes plain earth and you can then tunnel through before your opponent's Imps fortify it again.

19.0 TRAPS AND DOORS

Traps and Doors are available for you to use as deterrents against invaders entering your Dungeon.

They can be placed only on tiles you have already claimed. Both have to be individually manufactured in the Workshop (section 17.8) and your supply is limited to what you produce.

20.0 TRAPS

Traps have to be taken by Imps to the sites marked by you. All of your creatures remain unaffected by your own traps, but the moment one is triggered by heroes or enemy creatures, your creatures will suffer the consequences.

For more information on traps and how to use them, refer to *Traps* (section 8.1).

20.1 BOULDER TRAP

The Boulder Trap allows to you drop a huge round rock that rolls over heroes and enemy creatures when they come within range.

The trap is triggered when heroes and enemy creatures are close to it and within its line of sight. The boulder then starts rolling towards them. When it reaches a wall, it bounces off in a random direction so its path cannot be predicted. After some time, it breaks up and is destroyed.

You can also set off the trap at any time by slapping it, and by careful aiming you can change the boulder's direction by slapping it once it is in motion.

Should the Boulder roll into lava, it will be destroyed. If it rolls into water, it continues to roll but isn't able to get out as the water level is lower than your dungeon's. If the boulder hits a Guard Post square (see section 17.7), then that Guard Post square is destroyed, replacing it with bare earth. If a boulder rolls onto an enemy Lava Trap the trap activates, causing the boulder to fall into the lava. Remember, although your own creatures do not set off the trap, they can still be squashed if caught in its path.

The Boulder Trap requires your Workshop to be made up of at least seventeen squares before production begins.

20.2 ALARM TRAP

The Alarm Trap starts a strong Call To Arms if set off. All your creatures in the area are summoned to a specific point.

When a hero or enemy creature sets off the trap the Call To Arms begins, making sure that you have an immediate response to a breach of your Dungeon security. The Alarm Trap can be triggered twelve times before it must be replaced.

To manufacture the Alarm Trap, your Workshop can be of any size.

20.3 POISON GAS TRAP

The Poison Gas trap emits a cloud of toxic gas which drains the health of anything near it.

The gas trap can be used five times before it needs replacing. You won't have to put down another trap, your Imps automatically go to the Workshop, take a gas trap and restore the old one to full.

Remember, the poisoned gas can hurt your creatures if they inhale it.

To manufacture the Poison Gas Trap, your Workshop must be made up of at least ten squares.

20.4 LIGHTNING TRAP

The Lightning Trap lets loose a bolt of lightning when tripped.

The trap has a limit of twelve shots before it needs to be replaced by your Imps. They do this automatically. Shots from the Lightning Trap do not harm your creatures.

The Lightning Trap requires your Workshop be made up of at least thirteen squares before one can be manufactured.

20.5 WORD OF POWER TRAP
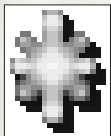
The Word of Power trap explodes with a Word of Power spell when a hero or enemy creature passes over it. This spell is very destructive and expands from the trap in all directions.

The trap does not harm your creatures but only has three shots and isn't replaced by your Imps.

To manufacture the Word of Power Trap, your Workshop must be made up of at least twenty-one squares.

20.6 LAVA TRAP

The Lava Trap turns the tile on which it is set to lava when a hero or enemy creature steps on it. This trap is deadly and works well in conjunction with other traps. The trap can only be laid once and is capable of damaging your creatures if they are on it when it is triggered.

The Lava Trap requires your Workshop to made up of at least seventeen squares before production can begin.

21.0 DOORS
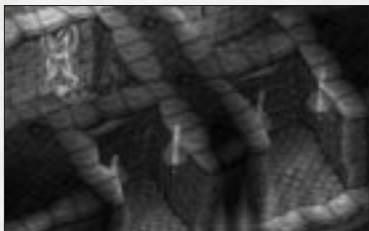
A door can only be placed in the one square gap between two reinforced walls. This means that any corridors they are in have to be one square wide. They open and allow the safe passage for your creatures but do not open for heroes or enemy creatures. For more information on doors and how to use them, see *Doors* (section 8.2).

- To lock a door, **left-click** on them. This stops any creatures, yours or otherwise, from passing through them.

21.1 WOODEN DOOR
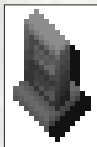
This is the weakest of all doors and is made of plain wood. It can be broken down easily and destroyed if hit by a boulder from a Boulder Trap. The Wooden Door requires your Workshop to be made of at least ten squares before production can begin.

21.2 BRACED DOOR

The Braced Door is of average strength and lasts a little longer than the wooden door. To manufacture the Braced Door, your Workshop must be made up of at least thirteen squares.

21.3 IRON DOOR

The Iron Door is the strongest door and takes a lot of time to break through. Bear in mind that it also takes a lot of time to manufacture. The Iron Door requires your Workshop to made up of at least seventeen squares before production can begin.

21.4 MAGICAL DOOR

This is a special door that is almost impregnable to Hand to Hand attack and can only be broken down by magical spells such as the fireballs or lightning. To manufacture the Magic Door, your Workshop must be made up of at least twenty-one squares.

21.5 SELLING A TRAP OR A DOOR

This allows you to sell a trap or door from within your Dungeon. Although traps and doors do not cost you anything to manufacture, you did pay creatures to produce them, so, by selling them, you can regain some of that lost revenue.

• To sell a trap or door, **left-click** the sell icon and then **left-click** the trap or door in the Dungeon View. It then disappears and your gold increases.

22.0 YOUR CREATURES

Your creatures are the workhorses of your Dungeon and failure to control them or utilize their strengths is going to get you nowhere fast.

Each type of creature is distinctively different and each has its own likes and dislikes. Most have primary jobs which they perform automatically if the relevant room is available.

For example, Trolls always manufacture items if a Workshop is available. Some creatures dislike certain jobs and even other creatures.

22.1 GETTING CREATURES

Creatures can enter your service in several ways.

The most significant of these is through Portals. Portals are dotted around the map at the start of a level but are all unclaimed. You have to dig to the Portal and claim it as your own before creatures can enter the dungeon. The more Portals you have, the more creatures you get.

Another way is to scavenge them from enemy Keepers by putting creatures in a Scavenger Room (section 17.14). The creatures then attract and influence other creatures of the same type on the map and turn them to your side.

You can also imprison enemy creatures and torture them. If you are good at the torture they transfer to your side.

Sacrificing in the Temple can also play a big part in getting creatures. Experiment to find out the benefits you can get.

Sometimes, you may find a new room hidden on the map in which some creatures can be found. Once you have discovered the room, these creatures are yours to command.

22.2 LOOKING AFTER YOUR CREATURES

Your creatures all work for gold and are only loyal to those who can please, feed and pay them. If you force them to do work they dislike, or leave dead bodies in the corridors that they have to walk past, they soon get fed up and leave.

22.2.1 Picking Up and Viewing Creatures

You can pick up your creatures and place them where you want in your Dungeon.

To pick up and drop creatures:

1. Find the creature you want to pick up in the Dungeon View and move your mouse pointer over it. Your pointer changes into a hand.

2. **Left-click** to pick up the highlighted creature.

• To drop the creature, **right-click**. You can only drop creatures on tiles that you have claimed. If you drop a creature in a room, it begins using that room unless it hates the job, in which case it gets unhappy.

• To pick up multiple creatures to a maximum of eight, **left-click** on each creature, making sure that the mouse pointer is over them. You can see how many creatures and what type they are by the creature symbols on your pointer.

• Press Backspace to drop creatures in the reverse order in which they were picked up. They are then returned to their original locations.

• To drop creatures into your dungeon using the Dynamic map, pick up the creatures and then **right-click** your land on the map. They are dropped.

➤ Another way to pick up creatures is to use the Creature panel on the Control panel (section 9.0).

On this panel, there are three columns of the different type of job a creature can be doing: Idle (a question mark), Working (a brick) and Fighting (a sword). Under these icons are the pictures representing each creature and then, next to these, the number of those creatures performing each task.

• To pick up one creature that is performing a specific task, **left-click** any number on the table (not zero). Continue **left-clicking** on the numbers to pick up a maximum of eight. **Right-clicking** on these numbers zooms and cycles you through all of those creatures.

• To pick up a specific creature regardless of its current job, **left-click** on the creature symbols.

22.2.2 Slapping Creatures

- To slap a creature, while your mouse is over a creature and the pointer has changed to a hand, **right-click**. This knocks the creature over and damages it slightly but makes it work faster.

➤ If you slap a chicken, it explodes.

22.2.3 Sacking a Creature

- To permanently rid yourself of a creature, pick up the troublesome bugger, then drop it into a Creature Portal.

22.2.4 Creature Moods

When a creature is doing a job or walking somewhere, it may have a thought bubble above its head. This tells you what mood it is in or where it is going. For example, it may have a sleepy icon above its head. This indicates it is going to its Lair for some rest.

See *Creature Thought Bubbles* (section 32.0) for more information.

22.3 QUERYING A CREATURE

If you want to follow a single creature around the Dungeon or view its individual information, you can query the creature.

- To query a creature, from the Control Panel, open the Information panel and **left-click** the '?' icon, then **left-click** on the creature you want information on. The Creature Information panel appears and the Dungeon View scrolls to follow the creature.

23.0 CREATURE INFORMATION PANEL

This panel is split into two parts. The Primary Information panel contains the creature's vital information and its weapons. The Secondary Information panel, which can be accessed be clicking on the More Information Button at the bottom of the panel, contains more detailed miscellaneous information such as that creature's wage and number of kills.

23.1 THE PRIMARY INFORMATION PANEL

In the top left of the panel is a picture of the creature type.

23.2 Creature Anger Bar

Next to this is the Creature Anger Bar. The higher the bar is, the angrier the creature is.

23.3 Creature Experience

Below the Happiness Bar is that creature's experience. The lowest is one and the highest is ten. Behind the number is a bar indicating the creatures progress towards attaining more experience.

23.4 Creature Name and Health

Each creature has its own individual name. Behind the name, is the creature health bar. The higher the red bar, the better health the creature is in.

23.5 Creature Weapons

The next set of bars are the creature's weapons. A creature can have up to six weapons in its arsenal and two available to use at any one time. The number in the bottom right corner is important as that is the number key you have to press to use that weapon while in possession of a creature.

See *Creature Spells* (section 25.0) for more information on individual spells.

- To view the Secondary panel, **left-click** the down arrow icon at the bottom of the panel.

23.6 THE SECONDARY INFORMATION PANEL

The secondary panel contains ten sections of information.

23.7 Creature Kills

The total kills attained by that creature.

23.8 Gold Held

The total amount of gold held by that creature.

23.9 Defense

The percentage chance a creature has of avoiding a blow. The higher the number, the greater the chance of avoidance and thus the better the creature's defense.

23.10 Age/Time in Dungeon

The amount of time that creature has been living in your Dungeon.

23.11 Luck

The percentage chance a creature has of doing a double attack and a double defense per round of combat. It doesn't necessarily mean that attacks or defenses are guaranteed to work.

23.12 Strength

The amount of damage a creature does each time it hits an enemy.

23.13 Wage

The amount of gold the creature is paid each payday.

23.14 Skill

A creature's ability to perform any given task. The higher the Skill level, the better the creature's performance.

23.15 Dexterity

A creature's ability to avoid being harmed by a trap or an enemy's weapon. The higher the number, the greater the chance of weapon or trap avoidance.

23.16 Blood Type

You, as Dungeon Keeper, must know your creatures if you are to command them effectively. Being aware of a creature's blood type gives you greater power of them. Apart from this, it does nothing.

The toggle button at the bottom of the panel then takes you back to the Primary Information panel.

23.17 EXITING FROM QUERY CREATURE MODE

• To exit from Query Creature mode, click the **right** mouse button.

24.0 CREATURE TYPES

There are seventeen types of creature in *Dungeon Keeper.*

24.1 IMP

The Imp is a special creature as it doesn't need to be attracted to your Dungeon and you can only get more through the Create Imp spell.

The Imps are the most valuable of the creatures, as they perform all the tunneling work in your Dungeon and also maintain it by dragging away dead bodies, dragging heroes and enemy creatures to the Prison and fitting traps. Imps can be trained to level ten and get bigger and gain spells. They can only be replaced by the Create Imp spell (see section 18.2).

24.2 BEETLE

A very basic creature that gets stamped on in a fight. Beetles are very weak and are regarded as fireball fodder by the stronger heroes.

Attracted by: Lair (minimum size: 1 tile)

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24.3 BILE DEMON

A very big, red, greedy creature that eats you out of house and Dungeon if you are not careful. Despite this, they are excellent fighters and as hard as nails. Also, their primary job is manufacturing. If they don't get enough food, they will get angry and sleep until food arrives.

Bile Demons are invulnerable to Poison Gas.

Attracted by: Lair (minimum size: 25 tiles) and Hatchery (minimum size:

24.4 DARK MISTRESS

The kinkiest of the creatures, one who enjoys pain and inflicting it on others. She has no special job but goes to watch a torture if one is in progress. Slapping her makes her happier and she rushes off to a battle as soon as one starts. An excellent fighter, if quite worrying.

Attracted by: Torture Chamber (minimum size: 9 tiles)

24.5 DEMON SPAWN

Demon Spawn are scaly, squat creatures who are good fighters despite their size. They enjoy training and will become level 4 Dragons once they have trained past level 10.

Attracted by: Training Room (minimum size: 1 tile) and Treasure Room (minimum size: 1 tile)

24.6 DRAGON

The best all-round creatures, Dragons can arrive two ways. They can either enter your Dungeon through a Portal or be grown from Demon Spawn who have been trained to level 10. These Demon Spawn then become level 4 Dragons. They are excellent in combat, and breathe a natural fire that toasts heroes and enemy creatures. They are natural researchers but will train if no research is available.

They are impervious to lava and gain experience if their Lair is placed next to lava.

Attracted by: Treasure Room (minimum size: 25 tiles) and Lair (minimum size: 15 tiles)

24.7 FLY

This bog-standard giant insect is the first creature you get. Fast, but flimsy, flies are a push-over for the stronger invaders into your Dungeon. They hate Spiders and fight them if forced to share the same Lair. Despite this, they are excellent explorers and reveal more of the map to you by flying over water and lava.

Attracted by: Nothing, but soon require a Lair as otherwise they become unhappy.

24.8 GHOST

A supernatural creature that, thankfully, requires no food. Ghosts can pass through doors and see creatures that are using the Conceal Creature spell. Their primary job is researching in the Library although they will also go to the Temple and wail occasionally.

Ghosts are created if a creature dies in a Torture Chamber

24.9 TROLL

This is a very hardy creature whose primary job is in the Workshop. They are average fighters.

Attracted by: Workshop (minimum size: 1 tile)

24.10 HELLHOUND

A double headed dog who is great at guarding and pointing out heroes or enemy creatures. These dogs sniff out enemies behind walls and get as close to them as possible. They also cock their legs on dead bodies to aid decomposition.

Attracted by: Scavenger Room (minimum size: 9 tiles)

24.11 HORNED REAPER

The biggest and the most destructive of all the creatures that cannot be attracted to your Dungeon via the normal methods. He does not group, either with other Horned Reapers or with any other creatures. These are known for being sadistic, psychotic fighters. The Horned Reaper is usually referred to by Dungeon-dwellers as Horny, although never to its face.

24.12 ORC

A basic fighting creature of average ability. Orcs are good for guarding key strategic points in your Dungeon, and for bulking out your army.

Attracted by: Training Room (minimum size: 9 tile) and Barracks (minimum size: 1 tile)

24.13 SKELETON

A basic fighter of average ability that is created in the Prison if a humanoid creature dies.

24.14 SPIDER

A weak creature who sometimes goes to the Prison and freezes prisoners for fun. Spiders detest the Flies and fight them if provoked or stationed in the same Lair.

Attracted by: Lair (minimum size: 9 tiles) and Hatchery (minimum size: 9 tiles)

24.15 TENTACLE

An aquatic beast, the Tentacle only enters your Dungeon if there is water around. He hangs around the water and attacks enemies from there. Tentacles won't usually be persuaded to move far from their watery homes.

Require: Lair (minimum size: 9 tiles) and the Temple (minimum size: 9 tiles)

24.16 VAMPIRE

An undead creature that is a natural at research and scavenging but refuses to get its hands dirty and manufacture for you. If it is scavenging in the Scavenger Room and there are no other Vampires on the map, it raises your Portal attraction by half, thus increasing the creatures who enter your Dungeon. If a Vampire's experience level is higher that three, it becomes immortal. Then, it resurrects itself in its Lair when it dies although its experience level drops by one.

Vampires can be created in a Graveyard from decomposing bodies.

Attracted by: Lair (minimum size: 9 tiles) and Graveyard (minimum size: 9 tiles)

24.17 WARLOCK

Powerful magical creatures who are excellent at research. Training makes them more powerful and expands their range of spells. If there are Warlocks in a group and their total experience is more than fifteen, they lead a rebellion against the rest of the group. The only way to combat this is to put them in a Prison or put one in the Torture Chamber. For this reason, Warlocks work well either with other Warlocks or alone.

Attracted by: Library (minimum size: 9 tiles)

25.0 CREATURE ABILITIES AND SPELLS

Each creature has up to ten spells or abilities which it can use. These are gained through training and experience.

25.1 ABILITIES

Abilities are the non-magical jobs that creatures do.

25.2 Dig

This is the basic ability of the Imp and allows it to tunnel through earth.

25.3 Hand to Hand

The basic battle ability that allows the creature to attack the enemy with either its bare hands or a sword.

25.4 Arrow

The basic weapon of the Archer. You are only able to use this if you subvert an Archer to your army.

26.0 SPELLS

These magical weapons can be hurled by the creatures at the enemy and used on themselves to gain an advantage. Those which are used to attack are labeled 'Weapon' and those which are cast by the creature for itself are labeled 'Personal.' Most of the weapons also do damage to your own creatures so watch where you fire them. Listed in alphabetical order.

26.1 Armor (Personal)

This lowers the amount of damage a creature takes each time it is hit.

26.2 Chicken (Weapon)

When fired at enemies, this turns them into chickens. The enemy isn't able to attack but has the same strength and thus won't be as easy to kill as a normal chicken. This spell wears off after a while. Acts the same as the Turn To Chicken spell on the Research panel of the Control panel (see section 18.12)

26.3 Disease (Weapon)

When fired at a foe, it gives them a Disease which is then spread to other creatures in its own Dungeon. These creatures are slowly dying and can only be healed in the Temple (see section 17.12)

26.4 Drain (Weapon)

This spell drains the target creature to a fifth of its health and magical abilities.

26.5 Fireball (Weapon)

A low level attack weapon that fires a single fireball which homes in on the nearest enemy. Also inflicts minor damage to a Dungeon's walls and doors.

26.6 Flamebreath (Weapon)

The weapon of the Dragon. Flamebreath is a constant stream of searing fire.

26.7 Flight (Personal)

Causes the creature to take off from the ground and attack creatures from the air.

26.8 Freeze (Weapon)

Changes the target creature to ice. The creature is then in suspended animation until it thaws. While it is frozen, it can be shattered with a well-aimed blow.

26.9 Grenade (Weapon)

Throws a powerful explosive at the approaching enemy. It can also bounce off walls and has the traditional delayed fuse.

26.10 Hailstorm (Weapon)

Creates a shower of hailstones wherever the spell lands.

26.11 Heal (Personal)

When this is cast, the creature you are controlling is healed to full health. Also, any nearby creatures are healed by a quarter.

26.12 Invisibility (Personal)

Cast on one of your minions, it makes the host creature invisible to all except the Ghost.

26.13 Lightning (Weapon)

This is a powerful magical weapon and casts a bolt of lighting from the creature.

26.14 Meteor (Weapon)

More powerful that the fireball, this spell throws out a solid ball of fire which does a lot of damage to an enemy.

26.15 Missile (Weapon)

A simple spell that sends a screaming magic reptile at the invaders. Very disconcerting.

26.16 Navigating Missile (Weapon)

This homes in on the nearest hero or enemy creature and explodes with devastating force.

26.17 Poison Cloud (Weapon)

Forms a cloud of noxious gas capable of damaging both the enemy and also your own creatures. The gas cloud affects all who breathe it, not just the opposition.

26.17.1 Fart (Weapon)

A Poison Gas cloud that only damages enemy creatures at close range and is unique to the Bile Demon.

26.18 Rebound (Personal)

Causes any spell fired at you to bounce back at the attacker.

26.19 Slow (Weapon)

Slows down the target creature.

26.20 Speed (Personal)

This speeds up the creature you are controlling so that it can perform fighting and working tasks really quickly. Acts the same as the Speed Creature spell on the Research panel of the Control panel (see section 18.4).

26.21 Teleport (Personal)

With this spell, a creature can teleport anywhere on the map. If you are Possessing a creature, then the creature teleports back to its Lair while Imps teleport back to the Dungeon Heart.

26.22 Wind (Weapon)

Wind creates a force twelve gale in your Dungeon blowing every creature away from you.

26.23 Word of Power (Weapon)

An incredibly powerful weapon that causes rings of fire to emanate from the creature's body and inflicts massive damage on any creature in the vicinity.

27.0 POSSESSING CREATURES

One of the most powerful spells in your arsenal is the Possess Creature Spell. It allows you to enter a creature's mind and control it directly. You have access to this spell from level 1.

The Possess Creature spell can be found in the upper left hand corner of the Research panel on the Control panel (see section 18.1).

- To cast the spell on a creature, **left-click** the spell icon and then **left-click** on the creature in the Dungeon View. You zoom in on the creature and the screen changes to display the Dungeon through the creature's eyes.

While in Possession of a creature, you can perform any task which it does normally. You can dig out tunnels and take over enemy rooms with an Imp. You can also increase a creature's experience by attacking the rotating training posts in the Training Room.

27.1 CONTROLLING THE CREATURE

Control the creature with the keyboard and the mouse.

27.1.1 CONTROLS

You move forward in the direction the creature is facing. Take a bit of time to get used to the controls by moving the creature about your Dungeon when things are quiet.

- To move the creature forward, backward and to the side, use the arrow keys. Press ↑ to move the creature forward; press ↓ to move it backwards; press ←/→ to strafe it from side to side (sidestep).
- To fire the creature's currently selected weapon, **left-click**.
- To move the creature's head from side to side and up and down, use the mouse. Move the mouse from side to side to move the creature's head. Move the mouse up to look down and move the mouse down to look up.

27.1.2 EXITING CREATURE

• To exit the creature, **right-click**.

27.2 THE POSSESS CREATURE PANEL

On the Control panel, there is a new panel displaying the creature's information. At the top is a picture of the creature you are controlling.

Next to the picture is the creature's anger bar (refer to section 23.2).

Under this is the creature's experience level (refer to section 23.3)

Beneath all this is the name of the creature.

Lastly the creature's ten possible weapons are listed.

27.3 CHANGING WEAPONS

On each weapon picture is a number. This number refers to a key on your keyboard. To select the first weapon, press 1.

You can tell which weapon is selected because its icon is sunken.

28.0 BATTLES, HEROES AND ENEMY CREATURES

Battles occur when two or more creatures fight each other. Sometimes a battle is between your own creatures but mostly they occur between your creatures and heroes or enemy creatures.

When a battle occurs, you're told about it by an icon that appears at the side of the Control panel (see section 10.5). You can also zoom to the battle by pressing F.

There are rows on the battle window and each one represents a single battle. To the left of the 'vs' symbol are your creatures represented by their pictures and to the right of these are the heroes or enemy creatures represented by their pictures. Above each picture is the creature's experience level and below is the creature's health.

- To zoom to any of your creatures, **right-click** on the creature's picture. You can also zoom to the enemy in the same way provided they are on your land.

- To pick any of your creatures, **left-click** on their pictures.

- You can cast spells directly onto the creatures and enemies by **left-clicking** on the spell icon and then **left-clicking** on the creature's icon. This allows you to heal damaged creatures without having to hunt for them in the melee.

28.1 CREATURES IN BATTLE

When creatures are in battle, they hit the opponents or fire magical weapons in their direction.

If a creature is hit, they lose some health and a symbol appears shaped like a red eight-pointed star. The number in the center of this star is the creature's experience. The spikes on the star represent the creature's health. If the creature is at full health, all the spikes are bright red.

As soon as the creature is hurt, the top spike disappears and then, as it continues to be take damage, the spikes start to disappear clockwise around the symbol. When the spikes have completely disappeared, the creature is dead.

To be able to tell your creatures apart in battle, your creatures' symbols are colored red. The heroes' symbols are white and the enemy Keeper's creature symbols are in their own colors.

Creatures gain a lot of experience in battles and learn faster than they would normally in a Training Room. Often, battles are an excellent way of training creatures fast. Try using captured heroes.

Creatures do not stay in battle if they are tired.

If a battle is not going well, you could try Possessing a creature and fight that way. Often, you're able to swing the battle if you are good enough. Grouping creatures is also a useful way of guaranteeing lots of good creatures fighting together in a battle.

29.0 HEROES

You have many enemies in the lands of *Dungeon Keeper,* each wanting your gold and your untimely demise. When your Dungeon is large enough to be famous, heroes start to arrive in the land and tunnel towards your Dungeon.

The heroes are hired mercenaries who are either working for themselves or for the Lord of the Land, often in large groups. Sometimes they may have their own Dungeons which you have to destroy.

They try and do many things to your Dungeon, including plundering your gold, destroying rooms and attacking the Dungeon Heart. As each hero is an individual, you have to watch them all carefully in case one should part company and invade different areas of your Dungeon.

Every hero carries gold which they drop when they are defeated.

29.1 TUNNELER

The Tunneler is a very poor fighter but speedy at digging through earth towards your Dungeon. Heroes use Tunnelers to get them into your realm, and then it's every man, dwarf and fairy for him (or her) self.

29.2 THIEF

An average if sneaky fighter who likes to hunt out and steal gold. That's why he's called the Thief. Naturally enough.

29.3 ARCHER

Although this hero is bad at hand to hand combat, he is excellent at a range and is hard to get close to.

29.4 DWARF

A good hand-to-hand fighter who makes a point of stealing any gold he finds lying about.

29.5 BARBARIAN

The Barbarian is a very tough and strong character who battles to the death.

29.6 WIZARD

An excellent magical fighter with a huge range of spells. Wizards are very vain and hate other Wizards. They are to be feared when stalking your Dungeon's floor.

29.7 WITCH

A Witch is a competent magical fighter but, sadly for her, has a near phobic aversion to Vampires. Can't say that I blame her, but it certainly doesn't help when the fists are flying.

29.8 GIANT

The Giant is slow and lumbering but a large, tough fighter.

29.9 SAMURAI
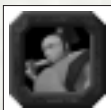
A master swordsman, the Samurai is fearless and swift in battle. The Samurai's code of fighting, the Bushido, is strict and the sense of honor he has can hamper his performance when faced by hordes of evil, nihilistic creatures.

29.10 MONK

The monk is a good fighter who can heal himself and heroes around him when they take hits in battle.

29.11 FAIRY

A weak hero who is bad at combat but excellent at spells.

29.12 LORD OF THE LAND

A traditional knight, excellent at hand-to-hand combat. He is the sworn enemy of the Horned Reaper and they both immediately fight to the death if they encounter one another in the dungeon's subterranean passageways.

29.13 AVATAR

The Greatest and Final Overlord of the Land who has to be killed to complete *Dungeon Keeper*.

30.0 WIN OR LOSE

Once you have defeated the Lord of the Land or completed the last objective in a particular realm, you are informed by an on-screen message. Although you are still able to keep on playing, you can finish and jump to the new level at any time by pressing the Spacebar.

If you have lost the level, you are informed by a message in the Objective Window. Then you are presented with the option of watching the rest of the level before pressing the Spacebar, and you return to the Main menu.

If you've won, you're shown the statistics and high score table to show you how well you did on that level. Then you're taken to the Level Map to enter the next level.

30.1 STATISTICS SCREEN & THE HIGH SCORE TABLE

30.1.1 STATISTICS SCREEN

The Statistics screen displays information on your performance on the level.

The top panel gives vital game statics and shows important information regarding the map you finished; the bottom panel scrolls and shows comprehensive game information.

• To exit the screen, **left-click** the OK button at the bottom of the screen.

30.1.2 HIGH SCORE TABLE

Have you scored enough to place yourself among the greatest of the Dungeon Keepers? The High Score Table displays the top ten scores gained by people playing *Dungeon Keeper*.

• If you are worthy enough to add your name to the table, enter your name here, then **left-click** the OK button at the bottom of the screen to proceed to the Level Map.

30.2 TORTURING THE LORD OF THE LAND
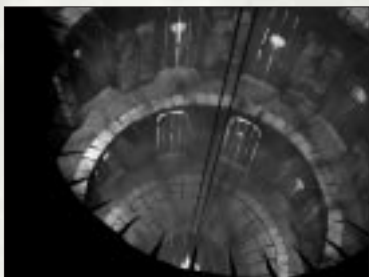
If you have captured and imprisoned the Lord of the Land, you have the chance to torture him.

When you press the [Spacebar] to finish the level, you're taken to the dungeons to select the torture. While there, you are presented with a number of doors, behind which is a different torture. You can only perform one torture on the Lord of the Land.

- To choose your torture, **left-click** one of the doors. Subsequently you hear the Lord suffering as he pays the price for intruding on your subterranean world. When you are done torturing your friends, click the [Spacebar].

31.0 MULTIPLAYER GAMES

For information about Multiplayer Games, see the Reference Card (*Multiplayer Games*).

32.0 APPENDIX A: CREATURE THOUGHT BUBBLES

The Creature Thought Bubbles appear above a creature's head telling you what that creature is doing or what their current mood is.

32.1 BARRACK

The creature is in the Barracks Room and grouping with other creatures. The creature with a crown above its head is the leader of that group (see section 17.9 for more information on the Barracks).

32.2 BATTLE

The creature is in a battle or going to a battle.

32.3 CALL TO ARMS

The creature is being influenced by a Call To Arms spell and is going to where it was cast (see section 18.6 for more information on the Call To Arms spell).

32.4 FLEE

The creature is fleeing from an enemy creature or hero.

32.5 GUARD

The creature is on a Guard Post and is patrolling for foes (see section 17.7 for more information on the Guard Post).

32.6 HOME

The creature is trying to find its Lair or is attempting to build a new one.

32.7 HUNGRY

The creature is hungry and needs some chickens from the Hatchery to eat.

32.8 LEAVE

The creature is fed up and leaving your dungeon.

32.9 PRISON
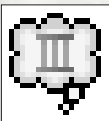
The creature has been imprisoned (see section 17.10 for more information on the Prison).

32.10 PSYCHO

When a Horned Reaper gets angry, he goes Psycho and destroys everything in his path.

32.11 RESEARCH

The creature is in the Library and researching (see section 17.4 for more information on the Library).

32.12 SCAVENGING/BEING SCAVENGED

The creature is either in the Scavenger Room, looking for other creatures to tempt to your side or it is becoming influenced by an enemy scavenging for them (see section 17.14 for more information on the Scavenger Room).

32.13 SLEEP
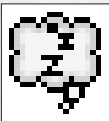
The creature is tired and is going back to its Lair for some rest.

32.14 SULK

The creature is getting annoyed and may soon leave.

32.15 TORTURE

The creature is being tortured in the Torture Chamber (see section 17.11 for more information on the Torture Chamber).

32.16 TRAIN

The creature is training in the Training Room (see section 17.5 for more information on the Training Room)

32.17 WAGES

Creature Pay Day has arrived and the creature is going to receive its wage from the Treasure Room.

32.18 WORKSHOP

The creature is manufacturing items in the Workshop (see section 17.8 for more information on the Workshop).

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- CPU type and speed in MHz
- Amount of RAM
- Sound card type and settings (address, IRQ, DMA)
- Video card
- CD-ROM
- Mouse driver and version
- Joysticks and game card (if any)
- A copy of the CONFIG.SYS and AUTOEXEC.BAT files from your hard drive
- A description of the problem you're having

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