

Notes

Characters & HP, ATK, DEF, Ability if any?

PC

Player Character	Display	HP	ATK	DEF	Item	Special Abilities
Shade		125	25	25		1.5x 1.5x score
Drow		150	25	15		1.5x for Potion Effects
Vampire	ⓐ	50	25	25		+5HP for successful ATK, no max HP
Troll		120	25	15		+5HP per turn. Cap 120HP
Goblin		110	15	20		+5 Gold from every discovery

Enemy	Display	HP	ATK	DEF	Item/drop	S.A
Human	H	140	20	20	2 gold piles	none
Dwarf	W	100	20	30		Vamps -5HP, not -5HP
Elf	E	140	30	10		2x attacks, except for Drow
orcs	O	180	30	25		1.5x Atks on goblins.
Merchant	M	30	10	5		
Dragon	D	150	20	20		
Hallling	L	100	15	20		PC has 50% miss.

- Merchants

- Neutral until attacked, becomes hostile.

- Dragons

- Spawns beside one radius of dragon hoard (Gold. 6)

- Stationary

- Enemies

- Move randomly 1 tile (unoccupied.)

- Move line by line.

- If PC moves 1 block radius, enemy attacks, does not move for the turn.

- Pick up auto if not H, D or M.

only the enemy that has [1, 1, 1]

notify enemy of (enemies) notify the attack!

random.

[-1, 0, 1]

Potions:

Display: P

Positive

(RH): +10 (HP) - Not more than max hp.

(BA): +5 (Atk)

(BD): +5 (Def)

Negative

(PI): -10 (HP) - Not below 0

(WA): -5 (Atk)

(WD): -5 (Def)

Enemies

D - 6

M - 4

H - 4

Other enemies? - ? / for 2?

Floors

~~all~~

- ① never spawn in chamber with 1

For ① 'equal probability on any floor in a chamber
Every floor tile has same probability.

- 10 potions each floor. $\frac{1}{6}$ (equal chance on what type)
 $\frac{1}{5}$ (equal chance in any chamber)

~~equal~~
Every floor tile has same probability.

- 10 gold each floor. $\frac{5}{8}$ Normal
 $\frac{1}{8}$ Dragon - dragon only spawn if dragon ~~egg~~ lord
 $\frac{1}{4}$ Small

Other Enemies:

Chances: 20 enemies

Humans: $\frac{2}{9}$

W: $\frac{3}{18}$

L: $\frac{1}{18}$

E: $\frac{1}{9}$

O: $\frac{1}{9}$

M: $\frac{1}{9}$

(No dragons here)

Generation in order:

@ \rightarrow 'I' \rightarrow P \rightarrow G \rightarrow Enemies.

- No 2 objects can occupy same space, exception: Gold
- When @ walks over G, picked up

New floor

~~At~~ New generation.

- Items/enemies in '.' not '*' or '#'

Combat.

- All hostile except M, D. \rightarrow no chance to attack 1st.
- for D, radius of D + D's G

Pl: 100% acc, cept to L. } 1 block radius
Enemy: 50% acc

$$\text{Damage(Defender)} = \text{ceiling} \left(\frac{100}{(100 + \text{Def(Defender)})} \right) \cdot \text{Atk(Atker)}$$

Display.

Walls: 'I', '-'

Door: '+'

Passage: '#'

Chamber: Smaller polygons inside the larger rectangle

PC can only occupy '.', '+', '#'

Fig 1: no generation.

3 ways to end game:

HP = 0

'I' on 5th floor. \Rightarrow Gr = score.

q or r.

Shude