

# AutoDungeon

## User Manual



# INSTALLATION

*AutoDungeon requires no installation, beyond a supported browser.*

*Simply click [here](#), or scan the QR code below.*

*click play to begin your adventure!*

*Please note Unity does not officially support mobile browsers.  
To play on mobile, request the desktop version of the site.*

*Enjoy!  
~ Grey 2 games ~*

## System Requirements

- ✓ Operating system: Windows 7 sp1 / macOS 10.12 / Ubuntu 16.04
- ✓ CPU: SSE2 instruction set support
- ✓ GPU: Graphics card with DX10(shader model 4.0) capabilities
- ✓ Supported browsers include: Safari, Chrome, Edge, Firefox
- ✓ Hard Disk Space: Not needed
- ✓ Network Card: Any valid network card allowing use of supported browsers



*AutoDungeon*

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Dear explorer...

We need your help! Save Drewdrop Island from the approaching skeletal army aiming to destroy the island.

I, king of Windenburg, grant you full access to our army!

Starting from Windenburg, make your way to the star in Drew's Dungeon to defeat the skeletal army at its source.

Good luck,  
King Windenburg

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# AutoDungeon

# WHAT IS AutoDungeon?

AutoDungeon is a 2D auto chess battler in which you traverse 9 unique biomes battling enemies while managing your army's numbers.

Choose your path carefully to make sure you have enough units to reach the end... Some paths contain fewer battles than others, but they'll also be much harder!

Do you have what it takes to reach the star?



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# CONTROLS



**Left click** ~ Select icons and battles



**Mouse scroll** ~ Zoom in and out on the map



**Drag and drop** ~ move the camera on the map / place units on the grid



**ALT** ~ Screenshot your current position

# MAP ICONS

The icons act as stepping stones through the game. Interactable icons will be highlighted and past icons will be greyed out.



**Chest** ~ rewards you with a random number of units between 1-6.



**Skull** ~ an easy battle



**Key** ~ allows you to enter a new biome



**Skull & crossbones** ~ a difficult battle



**Star** ~ represents the end but getting here is no easy task

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# THE WINDENBURG ARMY



Melee unit  
+ 1 tile radius  
+ 2 damage  
+ 5 health



Ranged unit  
+ 5 tile radius  
+ 4 health  
+ 6 damage  
- half attack speed

Normal enemy unit  
+ 1 tile radius  
+ 1 damage  
+ 5 health\*



Hard enemy unit  
+ 1 tile radius  
+ 4 damage  
+ 14 health\*

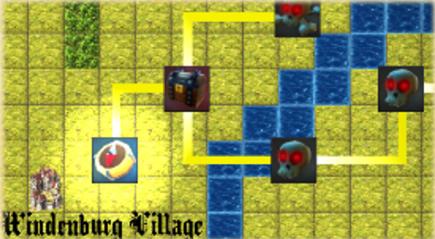
\*Enemy units gain an additional health after every battle

## TIPS FOR SUCCESS

- ✓ A good starting point is to have your melee units up front protecting your ranged units allowing them to deal more damage
- ✓ Think carefully about which path will allow you to conserve your units

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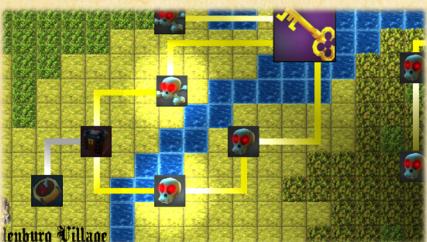
# SCENARIOS: map



click on the compass to get started



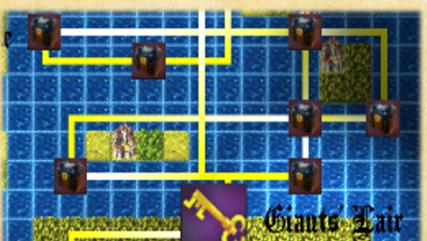
click on the treasure chest to be rewarded with additional units



choose a path by clicking one of the highlighted icons.  
Once you choose, you won't be able to change your mind  
(paths and nodes you cannot take turn grey)



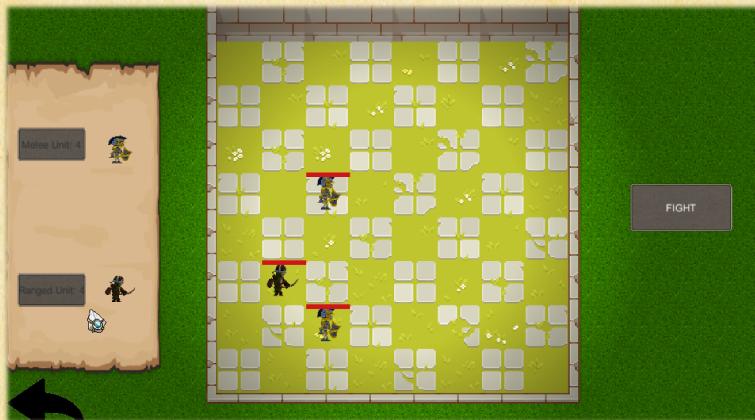
click the key to gain access to the next biome



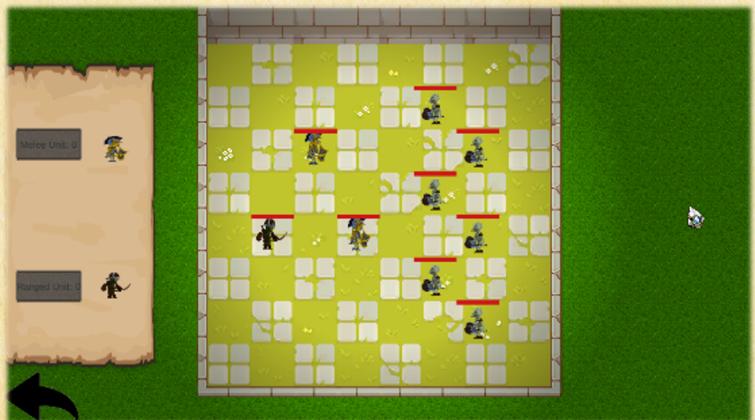
All biomes are different. In Deep Deep Depths, try to choose a path to get the most treasure chests

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# SCENARIOS: battle



In the placement stage, drag and drop your units to the grid. When you're ready, click FIGHT



In the battle stage, your army will fight automatically until all units on one side are defeated

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# The journey has just begun...

- ✓ Play again and challenge yourself to reach the star with more units remaining
- ✓ NEW adventures in development

## CREDITS

GREY 2 games  
Qinyuan Zhuang  
Lawrence Wong  
Callum Pitteahly  
Drew Dundee  
Naomi Okiddy  
Lucy Goodchild  
Ieuan Lambert  
Tim Win

“An amazing debut from a promising new studio”  
“A unique, original blend of genres”  
“Game of the year 2021”

with special thanks to the University of Bath computer science department



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