

Escape the Dungeon

User Manual v1.0

ESCAPE THE DUNGEON

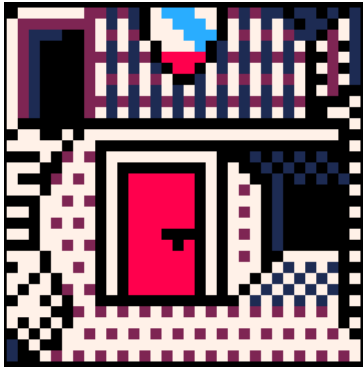



PLANE: AIR



NAME	AC	CL	HP	SP
EL CID	9	FI	15/15	0/0
GRADY	8	RO	12/12	0/0
MARXUS	9	HU	14/14	0/0
NERLIN	9	AC	12/12	16/16

Overview



Your party awakes in the Plane of Air, teleported there by an unknown enemy, and trapped. The only way home is down through the four planes of existence: Air, Earth, Ice, and Fire.

Escape the Dungeon is a Rogue Like dungeon crawler. A mashup (and tribute) to older RPG's such as The Bard's Tale series. At the start of each game a random set of 4 dungeon levels are created in a 32x32 grid. There is one set of stairs down per level. Each level has a random assortment of chests. These chests give you precious equipment and items but require defeating the monsters

present to acquire them. If you run from one of these encounters, the chest is gone, and the opportunity lost.

At each set of stairs down you will face that levels Boss to advance. You can run from this battle, but upon your return, they will be their restored and ready. You must defeat this boss encounter at each set of stairs down to advance. Defeating the final boss in the Fire Plane allows your party to Escape the Dungeon!

The game was designed with goal of reducing grinding and bringing in elements from games like FTL, where resource usage and choices impact your ability to complete a run. It generally should be a 1.5-to-2-hour effort to win the game. Once you level up beyond a certain point, you'll notice less, and less random encounters occur until you proceed down. Important items and equipment is scarce, and you have choices about what equipment you win at chest battles. Because there are no healing temples or equipment shops, ultimately you can die because of making bad or risky choices that leave you vulnerable in later levels, and there is not necessarily a solution by grinding and healing back up. So, make your choices and use your items and spells wisely!

It's meant to be hard; you probably will die often. Pay attention to what works and doesn't against the various enemies- this is the key to winning. Some resist magic, some have deadly ranged attacks, some are very deadly only at close range, while others summon more creatures. Learning this and honing your strategy is key, as hit points and spell points must be preserved and used carefully.

There are 6 classes mixed amongst the four parties:

- **Fighter** – Able to use most weapons and armour, great at Melee combat, but can also equip and use ranged equipment. Watch for special gear especially valuable for the Fighter Class- things such as Hero or Rage Helms, Battle Gloves and others.

- **Paladin** – A fighter who is devoted to serving good. They have some spellcasting abilities, focused on buffs and the environment. They can use a good range of gear, but items named Pure are uniquely used by the Paladin class.
- **Rogue** – A thief, they have the unique ability of hiding in the shadows. They can use a limited set of weapons and armour, preferring to hide than directly engage. Look for items named Shadow, Rogue, or Thief that can be used by this class.
- **Hunter** – They can use a limited set of armour and melee equipment but are especially strong with ranged weapons. Look for special bows and Hunter equipment. Often useful in position 3 or 4 to attack enemies with a ranged weapon.
- **Cleric** – An interesting mix of Fighter and Mage. Their spells are mostly limited to healing with some key spells same as the Mage around moving enemies closer and further and some spells designed to slow or limit the monsters' abilities. They can use a relatively wide range of equipment meaning they can really be in any position of the party depending on your strategy. Look for items named Divine or Cleric that are specific to this class.
- **Mage** – A magic using class. They have limited use of standard equipment but have some special items they can use specific to them named Mage. They have a wide range of spells including at higher levels some very damaging spells to groups of enemies. Generally best at the back of your party to protect them as much as possible from direct attack.

There are four parties, each has a mix of these classes and presents a unique challenge or strategy.

Party Member Stats

XP – Experience Points – Killing monsters earns experience points. Gaining XP is key to levelling up.

LV – Level – The level of the character. Characters start at 1 and max out at 12.

ST – Strength – Impacts damage done in combat and Hit Points earned when levelling up.

SK – Skill – Impacts your too hit bonus calculation- so increases your chance of hitting enemies in combat with physical attacks.

IQ – Intelligence – Impacts your attack and resist magic bonus calculations. So, allows you a higher chance if spells working when casting, and resisting magical attacks.

DX – Dexterity – Impacts your armour class making you harder to hit and your initiative bonus for turn order. More dexterous party members attack earlier in the battle.

HP – Hit Points – Your health, and if drop to zero or below your character dies.

SP – Spell Points – Every spell uses your casters spell points. Use them wisely and look for Mage Gems to recharge. Spellcasters gain spells when they level up, and also additional spell points.

HS – Hide in Shadows – The percentage chance of success for a character to hide in the shadows during combat. When hiding in the shadows the character also advances 10' allowing them to attack other enemies at range. Also, when a character is successfully in the shadows, they avoid all enemy attacks both magic and physical.

Combat Rules

When defending, if you are hit, damaged is halved.

Melee attacks can hit your first two players in the party order. Ranged attacks can hit any party member.

Pay attention to the range of enemies and your weapons and spells. You can do dumb things like try to melee attack enemies 30 feet away. Your first two party members can attack enemies with melee attacks. Anyone can use ranged attacks. Melee range is 10 feet.

If a party member is hiding in the shadows, all attacks, magical and physical will miss them while hiding. As soon as they attack, they are no longer in hiding.

When hiding in the shadows and attacking, you do double damage and get a slight to hit bonus.

Pay attention to spells and their effect on enemies. Magic often is linked to an element- Air, Earth, Ice, or Fire. Monsters have a natural resistance to magic of their plane, halving the damage. For example, using Cyclone (see spells) on an Air Elemental will do half the damage.

General Controls

Pressing "Z" (left button) when exploring the dungeon brings up the mini map view.

When exploring the dungeon, press up to move forward, or right or left to change direction.

Pressing the "Z" (left button) when in a menu cancels back to the previous menu if allowed.

Pressing the "X" (right button) when exploring the dungeon brings up the menu to allow for inspecting characters, equipping and view items, using items, casting spells, and for changing the party order.

Pressing the "X" (right button) when in a menu makes the current selection. The up and down arrow keys change your selection.

Pressing the up arrow, or up on the D-Pad when text is scrolling combat speeds up the text. There are 4 speed settings.

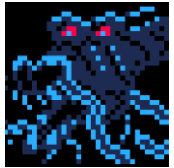
Enemies and Monsters

Elementals



Magic resistant creatures native to their material plane. Prefer to attack from a distance with dangerous single enemy physical attacks- less deadly at close range.

Dragons and Stirges



Magic using and resistance creatures. Their ranged party attacks make them especially deadly when attacking from a distance. They are generally weaker at Melee range.

Giants



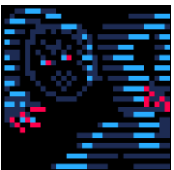
Giants love to appear in numbers at a distance and attack by throwing large objects at the party. These attacks tend to be weaker however then when cornered up close- then their great strength in Melee can inflict a lot of damage.

Mages



Prefer to summon creatures and stay out of melee combat. Anti magic spells tend to slow the summoning, especially at earlier levels. If there isn't anything else too deadly in the battle, recommend focusing on eliminating the mages earlier.

Greater Shadows, Devourers, Ice Devils, and Ghouls



With their low armour class making them hard to hit combined with deadly melee attacks, buff up to kill, and either focus on them early, or use a spell like Far Foe to move them out of melee range until you can buff up both skill and AC. Ice Devils also have a nasty ranged magic attack, so they are a double threat!

Hints and Tips

Monsters in melee range almost always use their melee attack. Useful to exploit with the Grapple spell on enemies with nasty ranged attacks. Grapple and Far Foe both have the added side effect of cancelling that enemies turn- this can save your parties life; Say against a few angry Dragons at range.

Pay attention to ranged attacks, if they are magical, find time to use the Resist Magic spell, it makes a big difference in your party's ability to avoid them. But watchout, they still hit sometimes even with resist magic, especially in the Ice and Fire levels.

Do not be afraid to run from random attacks, especially in the early levels if they're particularly deadly. Taking on a large group of strong enemies before your ready can end your escape early- or at a minimum use up valuable spell points and healing items.

Life Gems are versatile- not only do they revive dead party members, but when using on living party members they heal hit points and restore spell points relative to the party members level.

Mage Gems are a scarce and critical resource to escaping. Use them carefully. They regenerate spell points.

Various Herbs restore hit points.

Focus heavily on armour class and getting your party protected. Don't ignore those at the back of your party, many enemies have ranged physical attacks that will still hit them.

Figure out what Reveal Gems and TNT and Dynamite do. You might have to do a little demolition to find the stairs down to the next plane.

Use the Sight spells when you learn them, they really help find chests and the stairs when they are tucked in closed off rooms. Also, they help you avoid darkness and hit point draining squares.

In early levels, if you can find a bow for your mage or back row, this can make a big difference. Mage's damage and weapon usage is limited, so this can become less effective compared to spells and buffs as you descend.

Don't take party order as set in stone. Many parties with classes like Rogues, Hunters, and Clerics can be mixed up based on items you find. Clerics are very versatile and with the right items can be strong ranged or melee party members. As well, remember Rogues when attacking from the shadows can do so from the third- or fourth-party position.

Pay attention to the naming of items. Divine items typically only Clerics can use. Pure items are for Paladins. Hero items are reserved for Fighters. Shadow and Thief items for Rogues, and Hunter items for Hunters.

If you find the stairs down, don't necessarily rush down. Make sure you've found enough chests and have good equipment for your players. Further make sure you have levelled up enough to be ready to take on the challenge. Generally, the next level is a rapid increase in difficulty, so don't go down unprepared!

Spell List

Level 1

Flame - Provides a magic light to illuminate the dungeon. Mages and Clerics learn this spell.

Quick Fix – Heals 4 to 8 HP of one Character. Mages and Clerics learn this spell.

Arc Fire – Fries a single enemy with electricity for 4 to 8 hit points of damage. Mages learn this spell.

Level 2

Sight – Provides a magic sense detecting danger, darkness, chests, and stairs up to 40 feet ahead in a dungeon. Mages and Clerics learn this spell.

Boom – Destroys a 3x3 area of the map in the direction you are facing. Mages and Paladins learn this spell.

Anti Magic – Targets a single group of enemies and reduces their ability to cast spells or perform magic based attacks. Mages and Paladins learn this spell.

Confuse – Targets a single group of monsters and confuses them reducing their chance to hit and raising their Armour Class. This makes them less likely to successfully hit a party member with a physical attack and makes them easier for your party to hit with physical attacks. Mages and Clerics learn this spell.

Level 3

Reveal – Reveals a large area of the map around the player. Mages and Paladins learn this spell.

Resist Magic – Covers the party in a magic field increasing all party members chance of resisting magical based attacks. Mages and Paladins learn this spell.

Cyclone - An air-based attack which inflicts a mighty cyclone on a single group of monsters inflicting between 12 and 24 damage per enemy in the group. Mages learn this spell.

Stealth- Targets a single player and gives them a 60% boost to their chance of hiding in the shadows as well as a big boost to their chance to hit. Makes an early level Rogue very effective! Mages and Paladins learn this spell.

Level 4

Grapple – Pulls a single monster group 60' closer into melee range. It also has the benefit of always hitting (no chance of resisting by the monsters), and of cancelling any remaining monsters combat turn. Very effective against Monsters with nasty ranged attacks. Note if you cast this spell at a Monster Group only 10' away, it does nothing. Mages and Clerics learn this spell.

Heal - Restores 24 to 48 hit points for a single character. Mages and Clerics learn this spell.

Master Sight - A longer duration and longer-range version of Sight. Mages and Clerics learn this spell.

Revive - Brings one Character back from the dead with a single hit point. Mages and Clerics learn this spell.

Level 5

Blur – Makes a single character in your party and makes the blurry and harder to hit to the enemies effectively lower their armour class. Mages and Clerics learn this spell.

Bright - A stronger version of Flame that lasts longer and provides greater illumination. Mages and Paladins learn this spell.

Level 6

Battleskill – Grants a single character in your party both skill and increased damage for the duration of the battle. Very valuable against harder to hit enemies. Mages and Clerics learn this spell.

Mage Strike – A stronger and longer-range version of Arc Fire. It fries a single monster for between 20 and 36 damage. Mages learn this spell.

Party Heal – Heals the entire party for between 24 and 48 hit points. Mages and Clerics learn this spell.

Earthquake – Releases an Earth based attack shaking the earth beneath a group of monsters and inflicting between 24 and 36 damage to each monster in the group. Mages learn this spell.

Level 7

Magic Shield – Creates a magic barrier between the party and all monsters confusing all attackers effectively lowering the armour class of each party member. This long running spell should be cast when not in combat and is long lasting. Mages and Clerics learn this spell.

Greater Reveal – A longer ranged version of reveal. Mages and Paladins learn this spell.

Freeze / Holy Hold – Binds a single Monster group in a magical field slowing them down and effectively increasing their armour class and reducing their initiative. Mages learn Freeze and Clerics learn Holy Hold.

Level 8

Strikefirst – Gives the entire party the ability to strike the enemy more accurately with physical attacks and dramatically increases their chances of attacking first in combat. Mages and Paladins learn this spell.

Big Boom – A stronger version of Boom, destroying a larger region of walls in the dungeon. Mages and Paladins learn this spell.

Level 9

Rage – Sends one party member into a wild rage making them do massive (3x) damage to Monsters with physical attacks. Mages learn this spell.

Ice Storm / Godsmak - Releases an Ice based attack raining ice shards on a group of monsters and inflicting between 48 and 64 damage to each monster in the group. Mages learn Ice Storm, Clerics learn Godsmak.

Restore – Restores all Hit Points to one party member. Mages and Clerics learn this spell.

Pure Heart – Blesses one party member with strength and skill dealing large damage with high accuracy for physical attacks. Paladins learn this spell.

Level 10

Restore All – Restores all Hit Points for all members of the party. Mages and Clerics learn this spell.

Party Blur – Same as the Blur spell but for the whole party- reduces armour class making your party harder to hit. Mages and Paladins learn this spell.

Level 11

Ice Strike - Sends a giant shard of ice and inflicts between 96 to 128 damage on a single monster. Mages learn this spell.

Level 12

Obliterate – Nukes a group of monsters doing between 64 and 128 damage to each monster in the group. Mages learn this spell.