

DEEPFALL DUNGEON

LOD
Games

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A word from the Author

Thanks for downloading and playing Deepfall Dungeon! I have written this game myself, with help from Riaan Scheepers and Jerome Jones, who did the artwork. We have spent many hours writing this game for you to enjoy and download, for free. If you like the game, please consider donating a small amount to us, whatever you think the game is worth. This will encourage us to write our next game! Please donate via paypal to rickparker.geo@yahoo.com

Thanks!

Rick, Riann and Jerome

1. Controls

The game can be controlled via Mouse, Keyboard or Xbox 360 controller.

The default keys are as follows -

W – Walk Forwards

S – Walk Backwards

Q – Turn Left

E – Turn Right

A – Slide Left (strafe)

D – Slide Right (strafe)

Space – pick up/use

M – Map

P – Use healing magic (out of combat)

C – Show character sheet

1 – Drink small Health potion

2 – Drink small Mana potion

3 – Drink large Health potion

4 – Drink large Mana potion

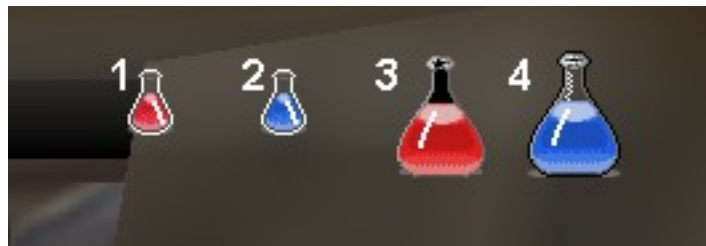
You can redefine the keyboard controls from the main menu. Use the arrow keys to navigate menus (up and down to select) and press Return to select.

You can also use the mouse, click the shortcut buttons at the bottom-right of the screen to move, and open the Magic menu, Map and Character sheet.

Hint – Your view is locked to 90 degree angles, but if you are using the mouse, you can look around by holding the right mouse button.



To use potions, click on the icons at the top-right of the screen.



If you are using an Xbox 360 controller, the left stick moves you around. Use the triggers to strafe left and right. Use the following buttons -

A – Pick Up/Use

X – Magic

Y – Map

B – Character Sheet

2. Exploration

Your goal is to explore the maze, and find the exit alive. The exit looks like a ladder leading down into the floor. Sometimes the exit will be near where you came in. Sometimes you will have to hunt for it.

Your way will be blocked by closed doors. Doors can be recognised by a small face in the centre. To open a door, face it and use the Use button.



Hint – once opened, doors can't be closed again!

Hint – Some doors are locked, if you can't open it, look for a key!

As you explore the level, you will find items which you can pick up. If you see a potion bottle, you can collect it by walking over it. You will automatically pick it up and it will show at the top-right hand corner of the screen. To use a potion, use keys 1, 2, 3 or 4 or click the potion.

If you see a treasure chest, you can open it by facing it and pressing the Use button. Be careful, some chests are trapped!



Hint – if you are low on health, don't risk it, unless you are feeling lucky!

Once you have found the exit, stand over it and press Use to exit to the next level.

Hint – make sure you have explored the current level before you leave. Once you have left, you can't go back!

You can view your map by pressing 'M'. Your map shows where you have been. Squares which have been explored are marked in Blue.

Hint – if you are low on health and don't want to bump into any monsters, stick to the blue squares!

3. Character Sheet

Your character sheet shows you important information regarding your character. Here you can see your current weapons, the potions you are carrying, HP and MP points and your current skills.



4. Combat

As you explore the level, you will be attacked by monsters. Some have strong attacks, some have heavy armour and some are quick, or very slow!

In combat, you have four main options -

Fight – using your current weapon, you try and damage your opponent.

Magic – Use mana to cast magic spells

Skills – use one of your unique abilities

Run – Try and escape!



If you choose fight, you will have three options. You can perform a quick attack, a medium attack or a slow attack. A quick attack does less damage and a heavy attack does more. Each attack has the same chance of hitting.

If you select Magic, you can cast a spell as long as you have enough MP. If you don't, you will not be able to cast the spell. You start with two spells, Rockfall and Cure. Rockfall does physical damage to your opponent. Cure heals your HP.

Hint – if you don't have enough MP, use a potion! (Press 1 or 3).

Skills are similar to Magic but they don't use MP, so you can use them as much as you like.

If you are losing the battle, you can try and run away. However, be careful, the monster stays on the same square, so if you walk forward you will bump into it again! Try to step around it, or turn around and find another route.

When you have taken an action, you must wait until you can take another action. A green bar appears and a WAIT command is displayed. When you can act again, the WAIT command disappears and the bar is shown in bright green.

The fight continues until you kill the monster, or your HP drops to 0.

5. Shop

At the end of each level, you will enter the shop. The amount of gold you have is displayed at the top of the screen.

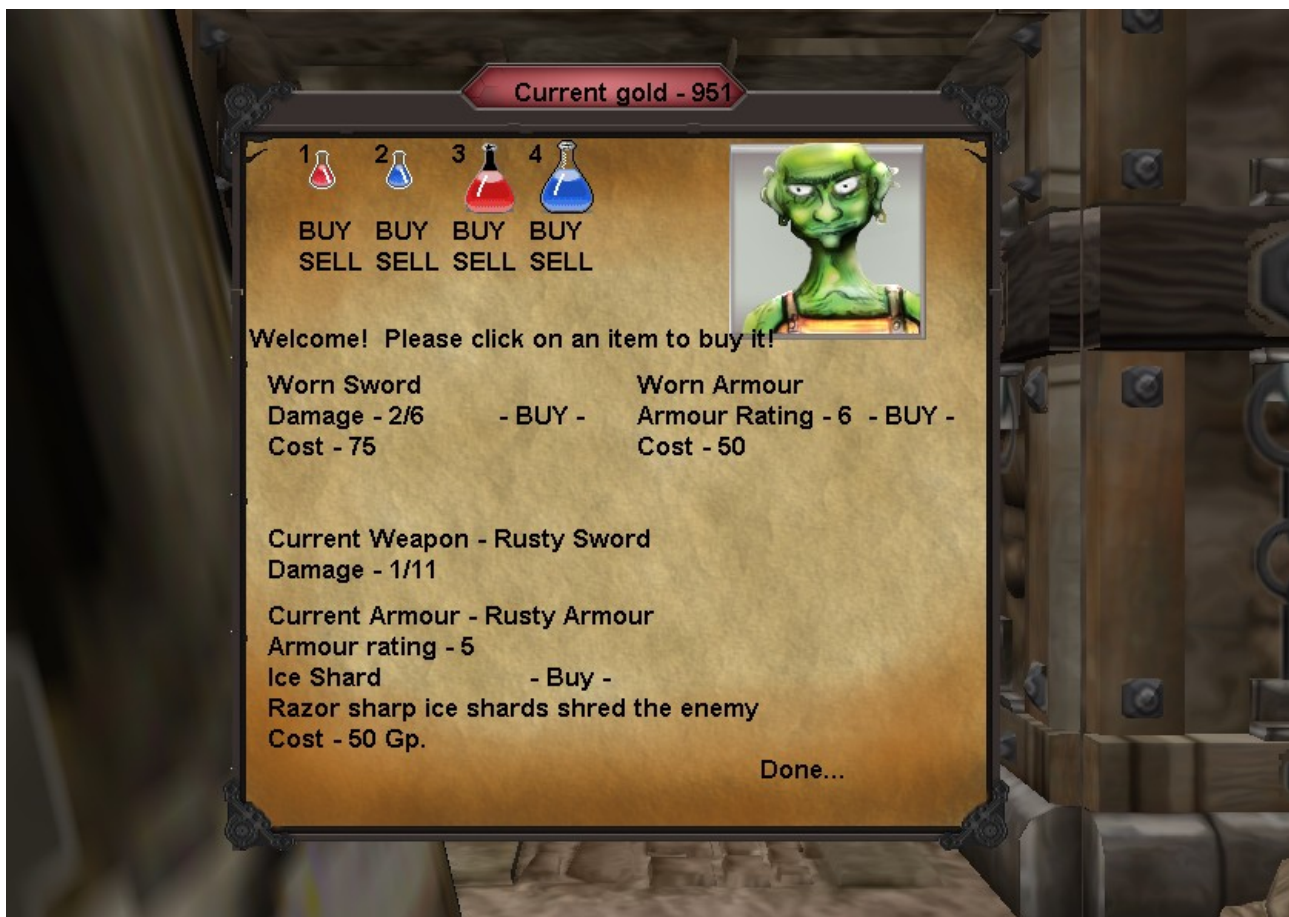
You can buy and sell potions at the top of the screen. If you have too many, consider selling some to gain some gold. If you think you need more, click on the Buy button to purchase them.

You can upgrade your weapon and armour as long as you have enough gold. Better weapons allow you to do more damage, and better armour prevents damage to you.

You can buy extra spells at the bottom of the screen. Each new spell costs 50gp each.

Hint – *Some monsters are weak against certain types of spells! Experiment to find out which.*

Once you have finished, click the Done button.



6. Magic

When you are in combat, you can cast any magic spell by selecting it from the menu.

When you are not in combat, you can only cast healing spells.

Each spell costs MP, if you do not have enough MP you can't cast the spell.

Learn new spells by buying them from the Shop.

7. Skills

When you have finished at the shop, you can select a new skill. Skills don't cost anything and one new skill can be learned every level.

Some skills are more useful than others, experiment to find out what each one does.

Hint – *Some skills do not need to be selected, they are always active!*

Good luck in exploring the dungeon! There are many more secrets to discover and we truly appreciate you playing our game! Please send any feedback to rickparker.geo@yahoo.com and don't forget, if you enjoy playing, please consider a small donation, using Paypal, to the above email address!