

# Game Manual

Welcome to Dungeoned's Game Manual. Here you can find information about the gameplay, rules, goals and items.

## MAIN SCREEN:

Here you can start a new game, continue from any level you played before, change the game or sound settings, register the game (in the options menu) and get help.

## THE LEVELS:

Dungeoned has 50 levels that you move through sequentially. You can finish a level only by gaining the number of required points for that level. (Check the top of the game screen's panel where you can see the number/name of the current level, its required points, and your health.) Monsters, an enemy opponent, traps, teleporters, puzzles and other hazards may stand in your way of finishing a level quickly or at all.

## ITEMS:

You pick up an item by walking into it. The item will then be added to your inventory (check the game screen's panel). To use items, select it by scrolling through your inventory and tapping on the item. Or, you can use the Messaging or Contacts key for the top item and the Home or Calendar key for the bottom item. You can find 'instant' items too, like colored hearts which regenerate your health immediately. You can also buy and equip weapons and armor.

## POINTS:

You gain points by walking into coins and jewels. One coin means one point, one green jewel means 5 points, one purple jewel means 10 points. When you have enough points, the exit (red X sign on the floor) starts blinking and you can exit. But BEWARE, as the exit may open first for your opponent if he gets enough points before you do. If that happens, the exit will start blinking yellow for him and you'll know your opponent has beaten you. Next time you must be quicker.

## MOVEMENT:

You can use the arrow keys on your device for moving or tap on the arrows on the game screen's panel. You can also keep your stylus on the screen and just drag it to a different button to move in that direction.

If you see a hole in the edge of the level map, you can exit there and come in the other side. You can also move by using teleporters (blinking, colored pair of circles) and the teleport spell.

## FIGHTING:

You can fight with a weapon by tapping on the fight button (in the center of the arrow keys) or your weapon icon, or with spells by using your scrolls. To damage the enemy, you must be in the same lane, facing your opponent while hitting the fight button or using a spell.

Tip: To hit as fast as you can, just keep pressing the action button or keep your stylus on the attack icon or your weapon's icon.

### OTHER OPTIONS IN THE LEVEL:

Other than fighting, you can get items, open colored doors with colored keys, a simple door with a floor lever (or any door with a spell), push/pull boxes or rocks forward and backward onto floor levers and use the teleporters.

If you are trying to move a rock or box, the fight icon will change into the push/pull mode icon.

To fight or walk again, just tap on this icon again or try to move the box/rock to the side.

Throughout the game, various traps and hazards will block your way. If you step onto them, you will die. But some of them can be disabled by solving a puzzle. You also can crash some objects, like stones and trees that block your path, with the bomb spell.

Tip: If a map proves difficult, you can turn on easy mode in the options.

### LOSING AND WINNING:

If you lose a level, you can always go back to the main menu by tapping on the current level's name. Then you can choose Continue (which restarts the game from a level you played before) or Start Game (which starts the game from the beginning). The Continue option will also be available next time if you simply exit the game.

If you win, you go to the Shop where you can spend the remaining gold you have or you can save your money to buy better, expensive items later.

### THE SHOP:

Here you can buy potions and spells, better weapons and armor or you can save your gold for later. To buy an item, tap on it and hit the buy button. The item will be added to your inventory and your gold will be reduced.

### POTIONS:



Small Healing Potion - cures 25 health points



Big Healing Potion - cures 50 health points



Vial of Invulnerability - gives invulnerability for 10 seconds



Vial of Bloodlust - gives double damage for 10 seconds

### SPELLS:



Fireball - does 80 health points damage in a line



Bomb - does 120 hp damage around you



Freeze Monster - freezes monsters for 6 seconds



Open Door - opens the closed door right in front of you



Teleport - after using it, just tap where you'd like to get teleported

CREDITS:

Sylon (Graphics and Design)

Elendil (Programming)

Kevin MacLeod (Music)

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Contact us at: [redshift@redshift.hu](mailto:redshift@redshift.hu)

That's all - good luck!