

DUNGEON TACTICS ADVANCE

Tapir Games

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1. TALES FROM THE DUNGEON CRAWLER'S DREAM

There is an inn near the dungeon. Very convenient, I know. Originally it was a place for the construction workers to sleep and drink. Then the revolution happened and the inn got sold at a discount to a certain "Herbert" who promptly renamed it to the "Dungeon Crawler's Dream".

1.1. HERBERT THE INNKEEPER

Herbert saw the opportunity in this deal - buy the inn cheaply then make all the money on the adventurers that flock in and try to explore and loot the dungeon. He simply sent a few discreet letters to the adventurer's guild and let a couple of his bard friends know about this new dungeon. He also bought the inn from the Architect himself, so he is one of the very few friendly faces who know what they actually looked like along with some of the backstory. In addition to running the bar and charging the adventurers for rooms, he often ventures to the dungeon's entrance where he almost always

finds yesterday's adventurer lying unconscious there. He found it strange at first, but he did not investigate further - after all, it means more business for him.

1.2. KHIERA THE NOT-SO-TRAVELLING MINSTREL

A bard through and through. Khiera started as a travelling minstrel, but then she heard of Herbert's new tavern and more importantly - about the dungeon nearby. This piqued her curiosity so she moved in in hopes to interview the adventurers that make it through (or report on their untimely deaths). Either way - it would make for a decent ballad. After hearing what Herbert had to say and all he knew about the Architect and adventurers being found in relative safety of the dungeon entrance, she was even more enthralled by the mysteries of the dungeon. She is determined to crack this case and figure out what has happened. For that though, she would need to stay long enough for the adventurers to make a break-

through... so she made an arrangement with Herbert. She would stay, provide some entertainment, help out around the inn in exchange for a hot meal and some shelter... and access to the juicy lore found by the adventurers. And thus, the duo became inseparable - Khiera listened to the chit chat at the bar, Herbert kept running the inn, and during all of that Khiera could do what she liked the most - composing and performing the ballads and songs about the heroes of all stripes.

2. how to play

Here is the battle screen,



The main combat screen, with the sword attack selected

On it you can see the hero and 2 dungeon dwellers creatures. On the top of the screen we can see the summary of the hero, having 90/90 hit points, 3/3 movement points (MP), and 6/6 action points (AP). Your AP and MP are restored at the end of your turn

to your maximum. End your turn by using the **start** button.

2.1. spells

Using the **left** and **right** buttons, you can select which spell or weapon you want to use.

Below the spell you see some information about the spell such as its name, the cost, and the base damage. For instance this sword costs 2 AP and deals 8 might damage.

When a spell or weapon is selected the blue area indicates where the spell can be used. If you move the cursor with the d-pad you will see red areas which will be damaged by using this spell in that location. You can use the selected spell with the **@** button.

2.2. MOVEMENT

There is a gap in the spell list followed by the boot icon, this represents walking. When you select this

option using the **←** and **→** buttons you will see a blue area. The blue area represents the places you can walk to. Moving the cursor over the blue area will show a green path, this is the path you will take should you press the **Ⓜ** button.



The movement cost is displayed in the bar below

Moving one space costs one MP, however getting away from next to an dweller could cost you extra AP and MP depending on your Dodge and the enemies Lock. Try increasing your Dodge if you find yourself

stuck by enemies a lot, or try increasing your Lock if enemies are always getting away from you.



Here we are locked, and it will take 5 AP and 1 MP to move

Some spells also allow you to move. Using these instead of walking can be very useful to avoid getting locked.

2.3. Look

Select look using the **←** and **→** buttons. Moving the cursor over any creature will tell you the name, hit

points, action points, and movement points of that creature. When seeing a new creature for the first time, try looking at it so you understand how to defeat it.



This octopus has 80 hit points, 6 AP and 2 MP

2.4. ABANDONING THE RUN

If you want to stop playing the current session, press the **ESC** button to open the in-game menu.



3. PICKING YOUR EQUIPMENT

After defeating the dwellers, you will be presented 3 items to choose from. The quality of these items depends on how deep in the dungeon you are.



The victory screen, showing some item drops

Select an item using the d-pad and a description will be shown. Selecting a piece of equipment will swap it with the corresponding equipment you currently have. Selecting a spell or weapon will swap it with the

currently selected spell or weapon. Use the  and  buttons to change what you have currently selected.

You can only equip one piece of headwear, one jacket and one pair of boots.

Your current stats are shown in the victory screen.

Press the **START** button to continue on to the next combat. After each fight, you will be healed by 20% of your total hit points.

4. CHARACTERISTICS AND THEIR MEANING

Stat	Primary effect	Secondary Effect
Vitality	The maximum number of hit points	<i>None</i>
Power	Increases damage by 10%	<i>None</i>
Might	Increases Might damage by 10%	Increases Lock slightly
Reflex	Increases Reflex damage by 10%	Increases Dodge slightly
Luck	Increases Luck damage by 10%	Increases damage done by pushing spells
Will	Increases Will damage by 10%	Increases Vitality
Dodge	Makes it easier to get away from enemies	<i>None</i>
Lock	Makes it harder for enemies to get away	<i>None</i>

Enemies also have many of these characteristics, for example a sticky slime has a lot of Lock making it harder for the hero to get away. Use this to your advantage.

You can see the current stats that you have in the victory screen. Damage that spells will do is updated as you change the equipment you have.

5. BOSSES

On floors 10, 20 and 30 you will find a boss in the dungeon. Each works in a unique way for you to discover, and has a unique history in the dungeon.

Once you have defeated a boss, your hit points will be healed to full, and you will be able to pick once piece of more powerful equipment.

Defeating the final boss on floor 30 is the ultimate goal of any adventurer delving into the dungeon.



The King Slime will make for a tricky opponent

5.1. INFINITE MODE

Once you have defeated the final boss on floor 30, you will be able to enter infinite mode. In infinite mode, you can fight all of the dungeon dwellers while they get progressively more difficult.

There is a tale of a wizard who can be found deep within infinite mode. Khiera has written a ballad about this wizard, but she is reluctant to share it with anyone because “it needs some work”.

6. IDOLS AND UNLOCKABLES

You can unlock idols and additional characters by playing through the game. Each time you complete a run through the dungeon, you will potentially unlock more.

6.1. IDOLS

If the dungeon isn't enough of a challenge, or is too much of a challenge, you will be able to change the difficulty for yourself. Adding idols can make the dwellers you fight more difficult, or easier. The combination of idols you choose will change your ending score.



Adding the fish idol will increase my score by 50%, but make things harder

6.2. CHARACTERS

There are 3 characters to play as in Dungeon Tactics. Letho the fighter is unlocked by default, with the other characters becoming available as you play the game more often.

6.2.1. LETHO THE FIGHTER

I'll hit it, then I'll hit it again!

A well seasoned adventurer, Letho the fighter is well prepared for entering the dungeon. They come prepared with a mighty sword to deal large amounts of damage from the very beginning. However, Letho wasn't quite ready for the variety of dwellers to be found within the dungeon, so will need to use anything they can find to make it to the end.

6.2.2. TASHA THE RANGER

Just don't get hit

By now a regular at the Dungeon Crawler's Dream, she isn't very interested in all the glory and loot in the dungeon, although gold was the primary motivator initially. She has heard of the wizard's exploits, but hasn't been keen on replicating them, although she probably could. She sensed that there was something else going on in the dungeon... and nowadays goes in every now and then to see if she can uncover something new. Naturally, Tasha and Khiera are

good friends, and Tasha often uses the minstrel as a sounding board for her theories.

6.2.3. LUCKY NATE

Ooo, I wonder what this thing does

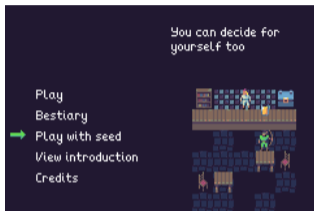
Some adventurers arrive at the dungeon armed to the teeth, armoured in various steels, leathers and arcane symbols prepared for any possible occasion. And some are like Nate. Nate is a young farmer who came to try his luck at the dungeon. Herbert was sceptical at first, and pondered if he should even allow this man to enter the dungeons. Surprise to pretty much everyone (dungeon dwellers included), Nate managed to get through the first 30 floors unscathed. Herbert started calling him lucky Nate and the name stuck, although he has since struggled to replicate the first success.

7. Daily challenges

Every day, you will be able to attempt a challenge with a specific seed against everyone. Visit <https://dta.agbrs.dev> or scan the QR code below to see what today's seed is.



Select 'play with seed' and then enter the seed. Once you submit your score, it will show on the leaderboard!



Select 'play with seed' to take part in the daily challenge

8. LICENCES

Dungeon Tactics was made possible thanks to the following resources:

8.1. ART

The Roguelike <https://backteria.itch.io/the-roguelike> under a custom licence by *Backteria*. Most assets are from here or modified from this asset pack.

LPC Sign Post <https://opengameart.org/content/lpc-sign-post> CC-BY 2.0 by *Nemisys*. Used as the background for the Dungeon Crawler's Dream inn sign, and the menu background.

8.2. MUSIC

Wrath of the Djinn https://modarchive.org/index.php?request=view_by_moduleid&query=173080 Public Domain by *Drozerix*. This is the background music for the credits.

Tavern Loop One https://musescore.com/song/tavern_loop_one-3184414 CC-BY *Alexander*

Nakarada <https://www.serpentsoundstudios.com>. Used as the background music for the inn. Converted to tracker XM format by Gwilym Inzani.

8.3. OPEN SOURCE SOFTWARE

See <https://dta.agbrs.dev/about.html> for the full list of open source software used in Dungeon Tactics.