

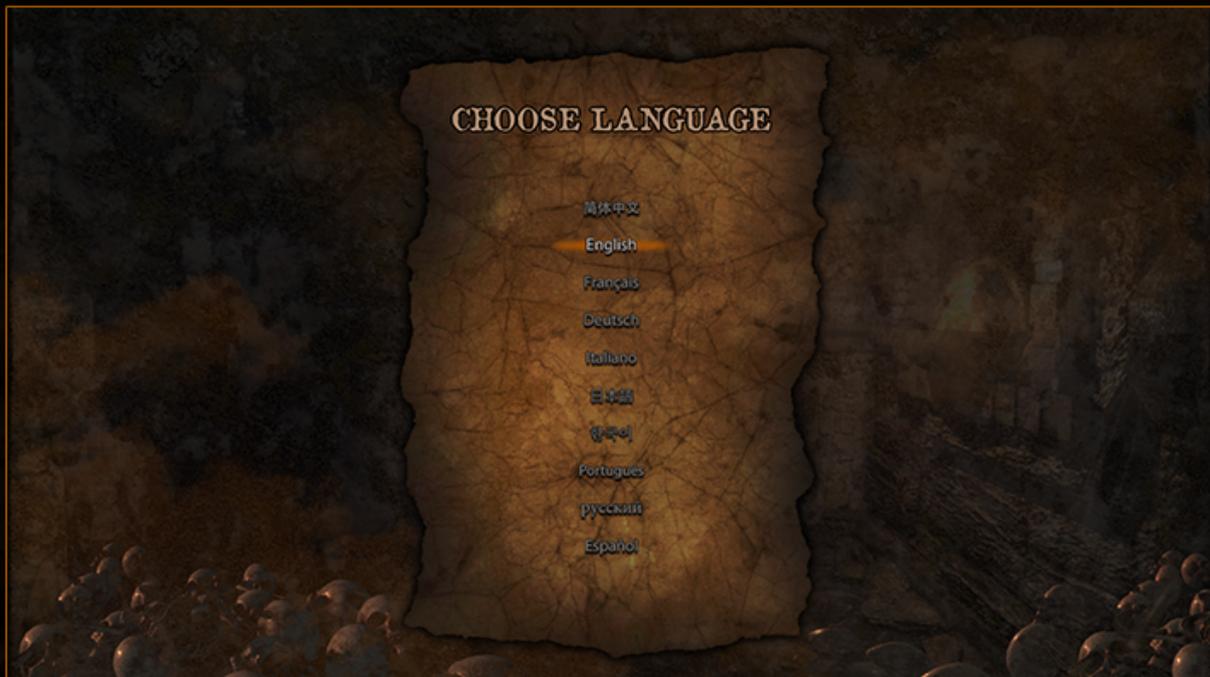


DUNGEONS OF THE DEEP

Instruction Manual & Guide

How To Play:

When first starting the game, you will be prompted to choose a Language. Selecting a language will take you to the Main Menu.



The **New Game** button will start you off at the beginning of the game.

The **Continue** button is disabled the first time you play the game. When returning to the game later, it will be enabled and start you off at the beginning of the dungeon you quit from with the stats you made it to the dungeon with.

The **Controls** button opens the Options menu and let's you rebind the default keys to what you want. You can also adjust the volume for Music, Sound as well as enable Custom Music and choose from various Filter Effects that can change the visual style of the game.

The **Collections** button takes you to the collections area to view your unlocked models. Each new enemy, weapon, gear etc. you come across will unlock in the collections.

The **Manual** button takes you to the manual which explains everything about the game.

The **Quit Game** button exits and closes the game.



GAME GOAL:

The goal is to survive each dungeon and make it to the next one. The game automatically saves upon reaching a new dungeon. If you die at any point in the dungeon, you will return to the beginning of that dungeon with the same stats you made it to the dungeon with.

HUD:

This image shows the basic setup of the in game HUD. It contains information regarding the Players **Health**, **Magic** and **Ammo** amounts as well as the **Attack Meters**. It also displays icons for the **Flask Amount**, **Daggers Amount**, **Enemy Weakness** and the types of interactions you have when either fighting monsters, interacting and examining with environmental objects and the environment.



Health, Magic, Ammo:

This displays the current amount of Health, Magic and Ammo the player has and the maximum you can have for each which is 500.

Flask Icon:

This displays the amount of **Flask** uses and the maximum you can have which is 15. You can use your Flask to heal your health at 30 points for each use. Your Flask can be refilled at the Fountain's hidden throughout the dungeons. Each fountain has 15 uses and will refill the amount of what you're missing from the max flask count. Once all 15 uses of the fountain have been used, the fountain will become empty and no longer usable. At random times your flask can become temporarily poisoned.

Heart Icon:

This displays when the player is close to death. If the player has only 30 or less health, this icon will be displayed as well as an audio cue of a heart beat to indicate the player is near death.

Enemy Weakness Icons:

Many enemies in the game have certain weaknesses. When close to an enemy and you use the **Spore Orb**, if the enemy has a weakness, an icon for whatever weakness they have will be displayed. The strongest weapon the player currently carries may not always be the best choice for that monster. Some enemies may also have more than one weakness.

Daggers Icon:

The **Daggers Icon** displays the amount of daggers the player has in their inventory. There is no limit on how many can be carried.

Interact Icons:

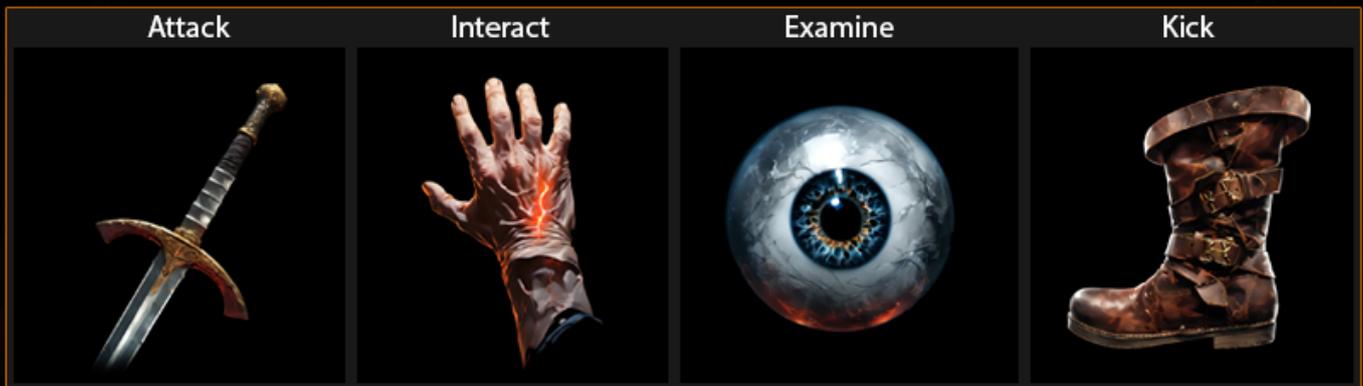
The **Interact Icon** displays the type of action you can perform with what is in front of you.

The **Sword Icon** is displayed when you're able to melee or sidearm attack a monster.

The **Hand Icon** is displayed when you can interact with objects such as picking up items, pulling levers etc.

The **Eye Icon** is displayed for examining the environment and reading text.

The **Boot Icon** is displayed when you come across any chests that have a lock on them. You will need to kick and break the lock then you can open the chest.



Attack Meters:

The **Attack Meters** takes 3 seconds to recharge for each attack and you are not able to attack with the same type of attack while the meter is recharging. You are able to make multiple, consecutive attacks with each type of attack. For instance if you do a Main Hand attack, you can immediately do a Magic or Off-Hand attack while the Main Hand attack Meter is recharging. This goes for any combination.

Realtime Combat:

Attacks are in real time between your attacks and monsters attacks. It is not turn based. Monsters can and will attack you randomly with either 1 attack then delay or multiple attacks and possibly in succession. You must be standing directly in front of a monster to attack and damage them and the same goes for monsters as well except if they attack with a projectile.

Inventory Screen:

The **Inventory Screen** displays all weapons, magic and items you pickup in the game. The left side shows Info about an item and the right side shows the Gear you have. If you select or hover the mouse cursor over an image of an item in your inventory, it will display information on the left Info side about the item and give a little bit of lore about it. Under each weapon, there is a blank check box you click on to equip that weapon which will show a check mark in the box when it is equipped. You cannot move or attack when viewing the Inventory Screen however you can be attacked by monsters when viewing the Inventory Screen so make sure you aren't in combat or being hit by a repeating hazard when accessing it.

- **Main Hand** section lists all of the melee weapons you have.
- **Magic** section lists all of the magic items that allow you to cast spells.
- **Off-Hand** section lists all the off-hand weapons you have. Sidearms, shield or daggers.
- **Apparel** section lists all the wearable items you find within the game and are equipped by default when you find them.
- **Items** section lists all the items you find that are usable within each dungeon they are found in.



Map Screen:

The **Map Screen** displays the overall progress and layout of a dungeon. When first starting a dungeon, none of the map is drawn and you will reveal each section of a map as you pass through it. Each dungeon contains a map that can be found which will reveal the entire layout to a dungeon as well as, locations of chests, doors and important locations such as switches, enemies etc. The left hand side of the Map Screen shows which dungeon you are on and icons of what the maps will display and are only used as a basic guide. You can move and attack when viewing the Map Screen as well as be attacked by monsters and damaged by hazards. It can be toggled on or off.



Pause / Controls Screen:

Bringing up the **Pause / Controls Screen** will pause the game. You cannot move or attack during this time. The PC / Steam version will allow you to go back to the **Main Menu** or **Quit Game** which takes you back to Steam. The default keyboard settings are also displayed for convenience and you can also rebind the keys to what you want. You can adjust the **Music** or **Sound** volume. You can select to use **Custom Music** as well as using various **Filter Effects** that will make the game look visually different.



Custom Music: - (PC only)

You can use custom music for your own soundtrack during the game. File formats supported are **.mp3**, **.ogg** and **.wav**. They will need to be named exactly as this:

Level00.mp3 through **Level11.mp3**
MainMenu.mp3
Credits.mp3

You will need to create a folder within the games data path and place your files in there.

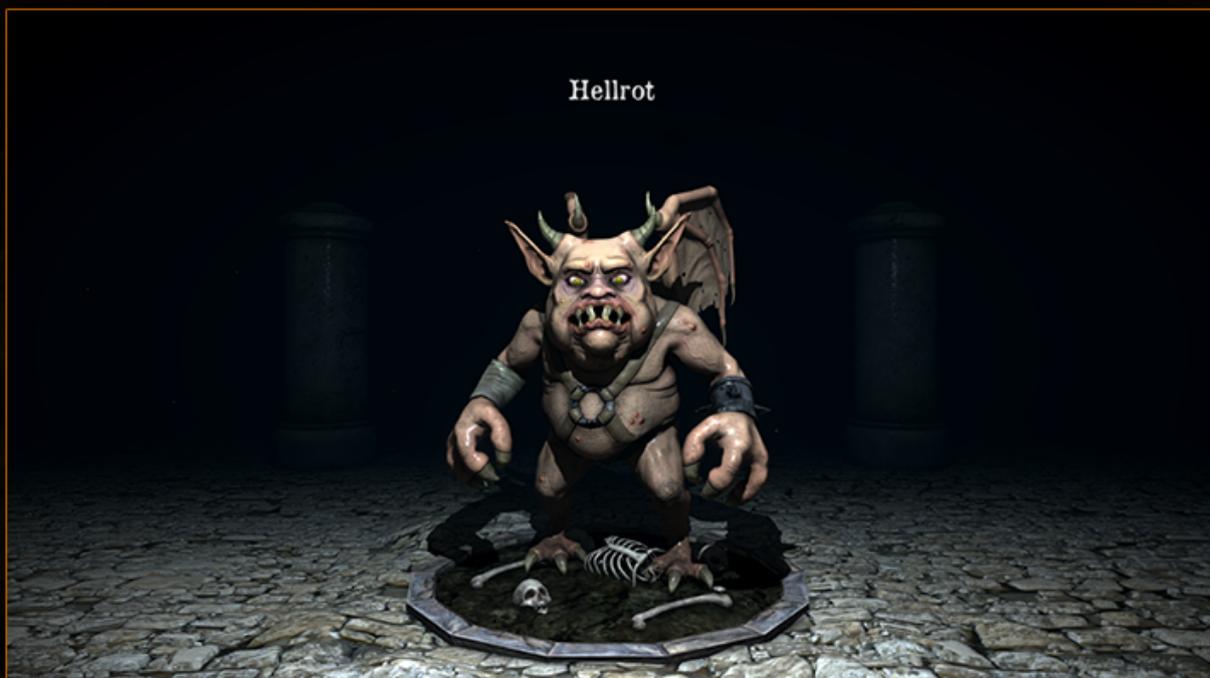
`/Dungeons OfThe Deep/Dungeons OfThe Deep_Data/CustomMusic`

On the options menu whenever you toggle custom music on / off, it will instantly load and play the music.

During gameplay you can switch to default or custom music on the fly from the options menu.

Collections:

The **Collections** area is chosen from the **Main Menu**. This area displays any unlocked models of **Monsters**, **Weapons**, **Gear** etc. There are a total of 61 models to unlock. They are unlocked by your first encounter with each unique monster or when you find weapons, etc. Once unlocked, they will remain unlocked in which you can view those models at any time when visiting the Collections area. These models rotate giving you a full display from all sides which you don't see normally during gameplay.



Monsters Health:

All monsters have a health bar which displays the amount of health they have. As you damage the monsters, the health bar depletes. Above the health bar, there are also monster attack type icons. These show the type of attacks each monster can do. From right to left the **Claw Icon** is a Melee attack type. The **Fire Icon** is a Projectile attack type and the **Whip Icon** is a Distance / Area Effect attack type.



Weapons:

The game consists of various weapons and attacks. These come in the form of Main Hand melee weapons, Magic which casts different spells and Off-Hand weapons which can be Sidearms, a Shield to block, or throwing Daggers.

With Main Hand and Off-Hand Sidearm weapons, to attack a monster, you must stand close to them in which the Attack Icon will display then you can perform a Melee Attack or shoot with your Sidearm.

In order for a Melee Attack to hit, you must stay close to the monster. A Sidearm Attack however, you can step back as you're shooting and will still do damage.

The Shield is strictly used for blocking monster melee and projectile attacks. You can also block all environmental projectile hazards such as spear traps, fireballs etc.

Daggers can be used anywhere and you can use them to attack a monster from near or far.

Dungeon Maps:

These are detailed layouts of the dungeons to help you navigate through them. They contain information on everything about a dungeon and where things are located. Every dungeon contains essential items needed to complete the dungeon. Weapons, ammo, keys, maps, special items etc.

Note: There is also information on where to obtain any associated Steam and PlayStation®5 trophies.

Map Icon Legend + Trophies:

This is the listing of icon legends that show on the maps for the various things in the game. These will show where monsters, fountains, chests, doors, levers, exts etc. are at on the map layouts.



- Blocked Path - (player cannot pass through)



- Unblocked Path - (player can pass through)



- Treasure Chests - (may contain weapons, maps, keys or traps)



- Fountain - (used to refill your flask)



- Exit - (exit leading to next dungeon)



- Player - (position and direction of the player)



- Special Location - (locations that contain important items, switches etc.)



- Start - (starting location at beginning of dungeon)



- Health Pickup - (item that adds to your health)



- Ammo Pickup - (item that adds to your ammo for the sidearm)



- Magic Pickup - (item that adds to your magic for magic items)



- Mushroom Good - (mushrooms that will give you health)



- Mushroom Bad - (mushrooms that are poison and will drain health)

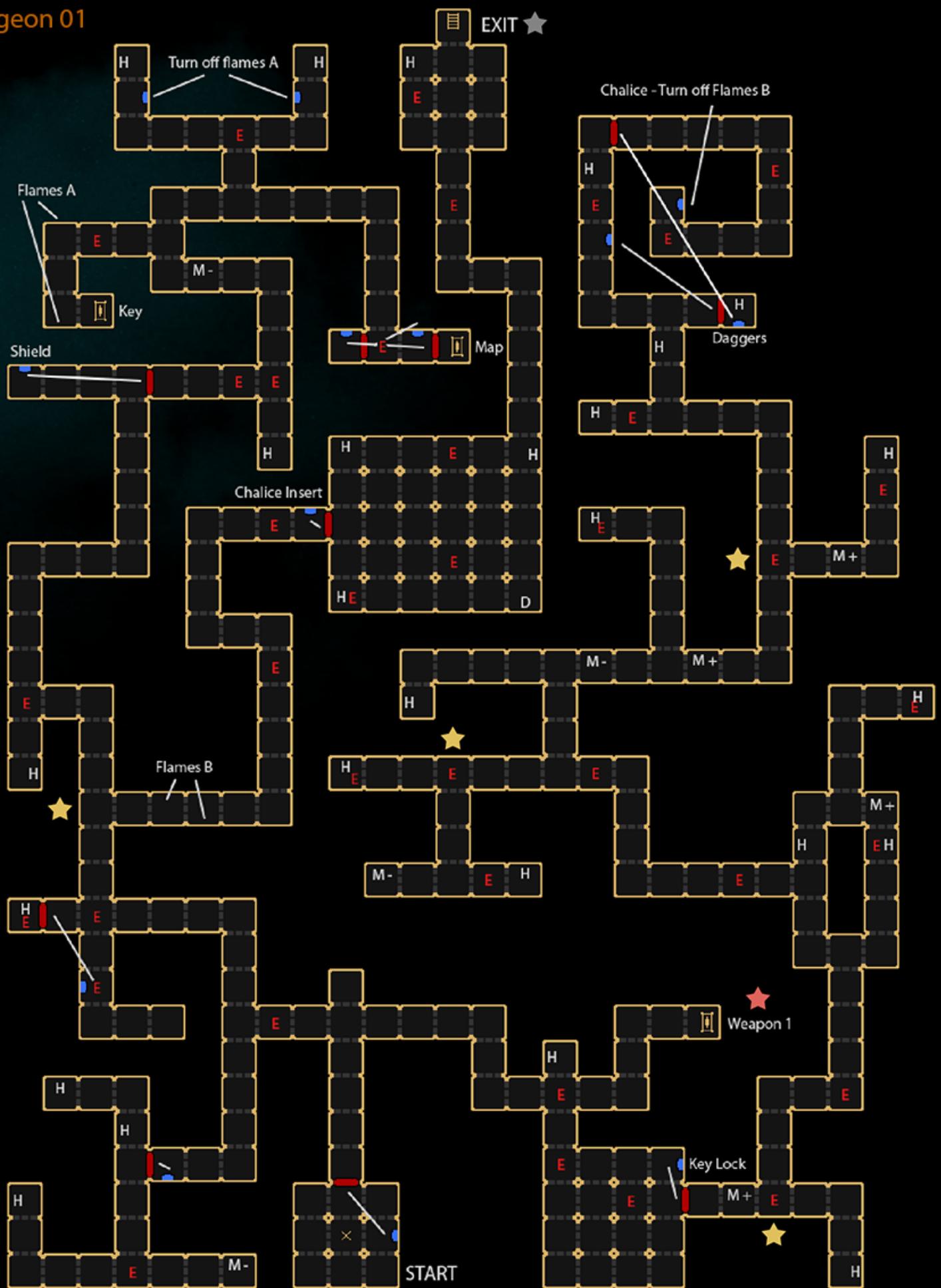


- Enemy - (location of an enemy)

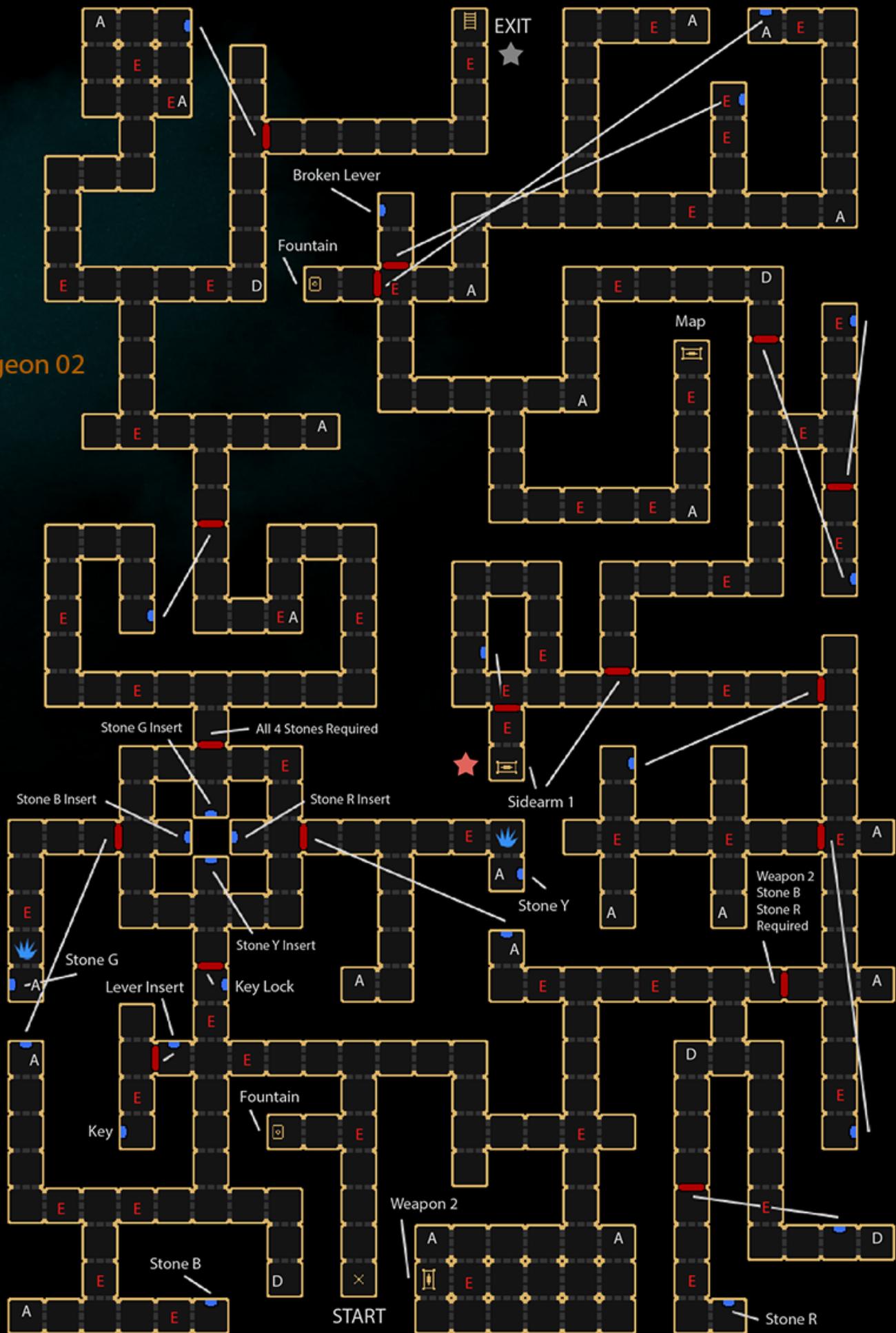


- Daggers Pickup - (item that adds to your throwable daggers)

Dungeon 01



Dungeon 02



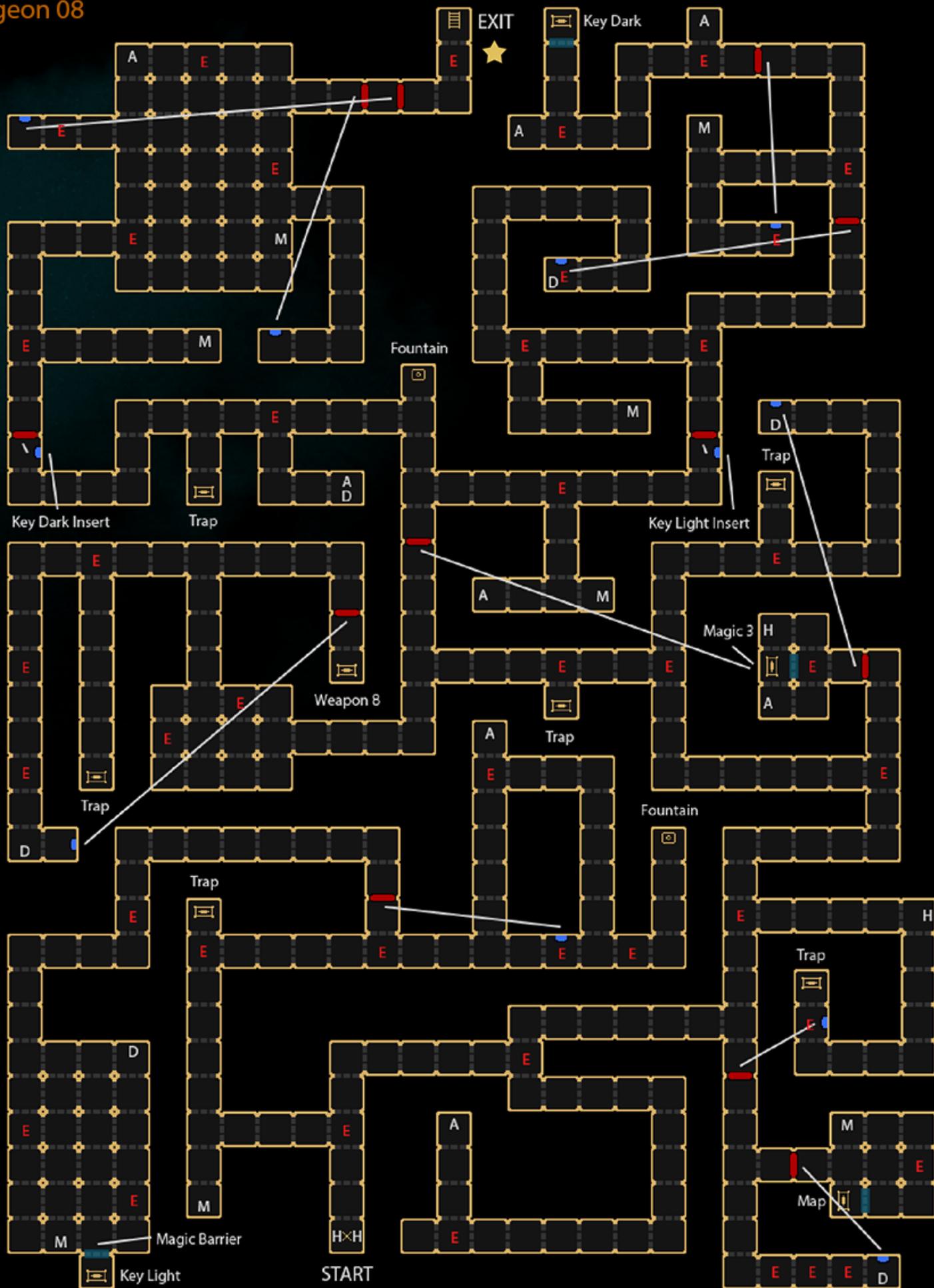
Dungeon 03



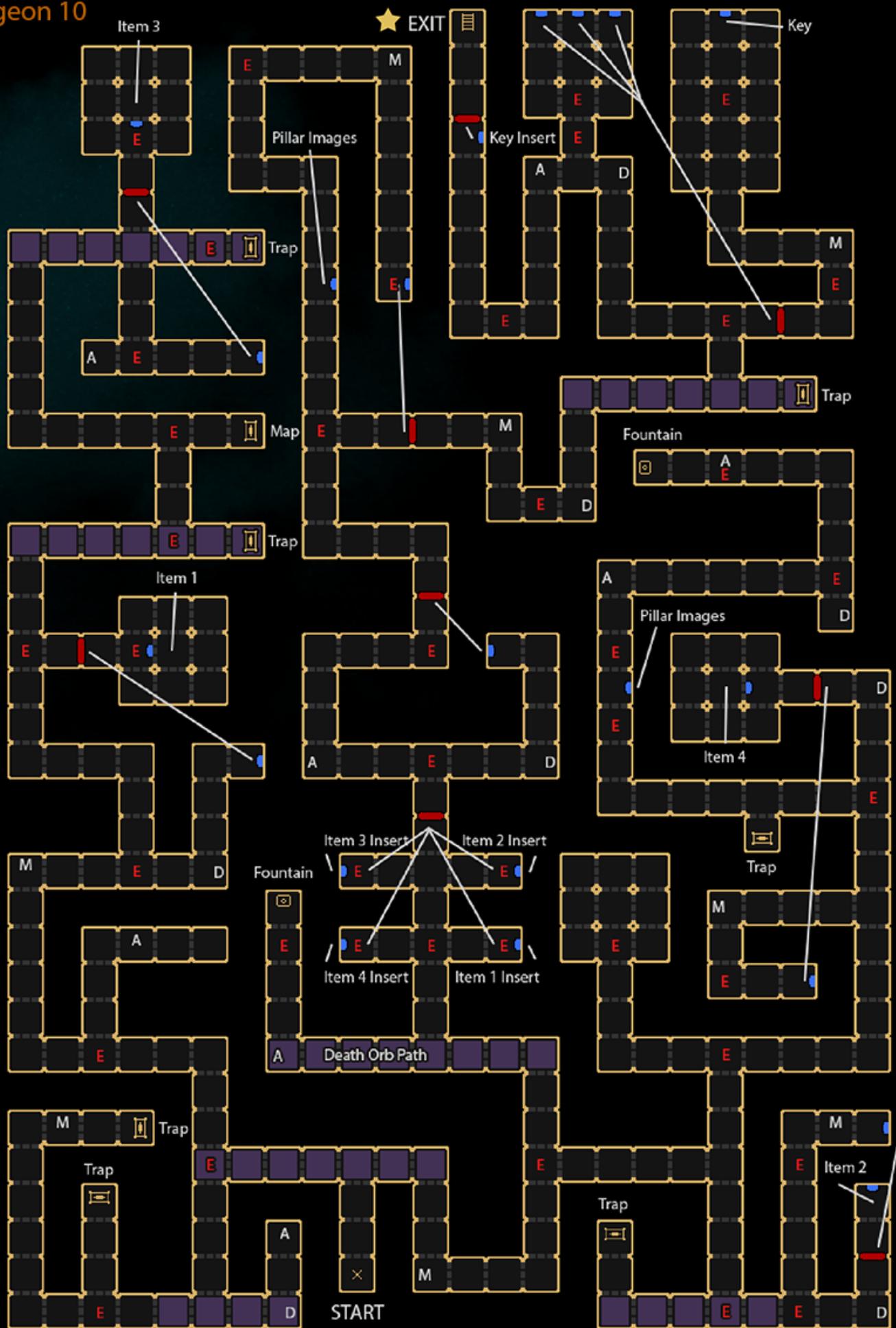
Dungeon 07



Dungeon 08



Dungeon 10



Dungeon 11

