

Welcome To The Quick Start Guide

What is Dungeon Guild?

Dungeon Guild is a free, first person tactical sci-fi RPG game featuring real time combat and challenging puzzles. Once the player has chosen his team from an interstellar cast, he is transported into a mysterious dystopian world full of challenging battles, detailed environments and advanced puzzles. Dungeon Guild offers players a dungeon adventure game like no other. Each mission is custom designed to entice players to learn new skills, solve complex thought provoking puzzles while battling unique villains from all over the galaxy.

You take on the role of a paid mercenary seeking your fortune in a dystopian future investigating the frontiers of space. Environments range from ancient alien ruins, underground complexes to derelict star ships and abandoned star bases. Delve through dungeons infested by armies of demonic aliens, uncover relics from the past and discover the secrets hidden by alien races millennia ago.

Be warned, this game is like no other you have ever played! Adventures are painstakingly designed, not randomly created. Mysteries and puzzles are hand crafted to challenge players. It is an epic rogue based DND adventure game that will engage your imagination and challenge your intellect! Have FUN!

Email me at Brody @ DungeonTreasure.com if you need game help, have questions, or feedback!

System Requiements :

OS: Windows XP / 7

Processor: Intel duo core CPU T6400 @ 2 GHZ

Memory: 2 GB RAM

Graphics: Intel 4 Series Express Chipset

Storage: 400 megabytes available disk space

1. Starting Dungeon Guild

Launch Dungeon Guild by double clicking the **desktop icon**. If you prefer, you can start the game by double clicking the file C:\DungeonGuild_DungeonGuild.bat

After a short time, the title screen with options listed along the top will be displayed. The options on the title screen include: New Game, Continue and Exit.

New Game creates a new game for the player to start his quest.

Continue launches an existing game, if the player has already saved a game previously.

Exit closes the application.

Title Screen:



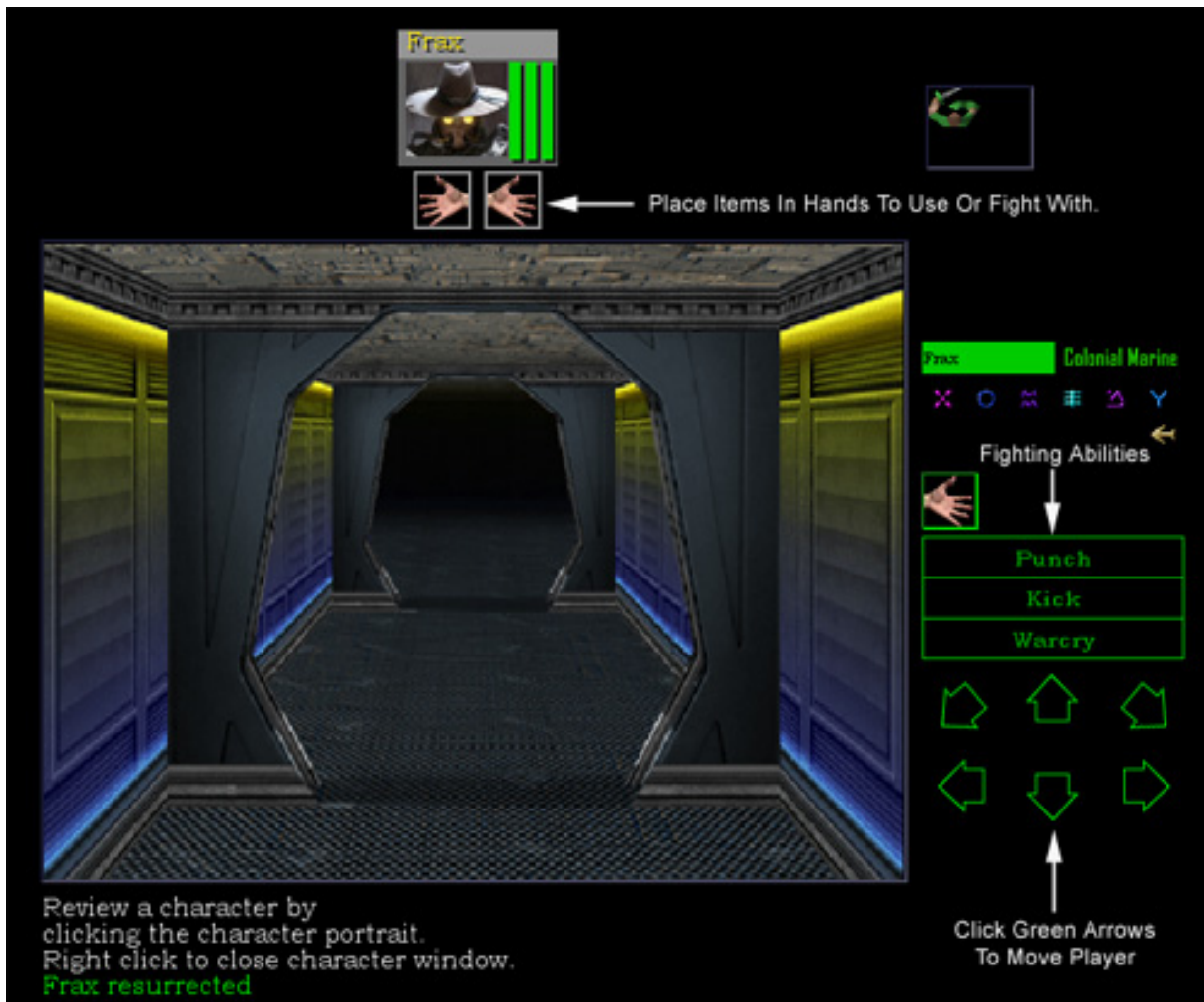
2. Loading and Saving your Game

In order to save your current game, press F5. To load an existing saved game, press F7.

3. Controls

To move your character(s) in the Dungeon Guild world you can either left click the on screen green arrow buttons or use your keyboard arrow keys to move. You can also use the keyboard for most commands. Press F9 to bring up the options menu. Then click the tab labeled, "controls", to customize your key mappings.

Image shows Green Arrows used to move player as well as Punch, Kick and Warcry fighting abilities:



4. Player Inventory and Information

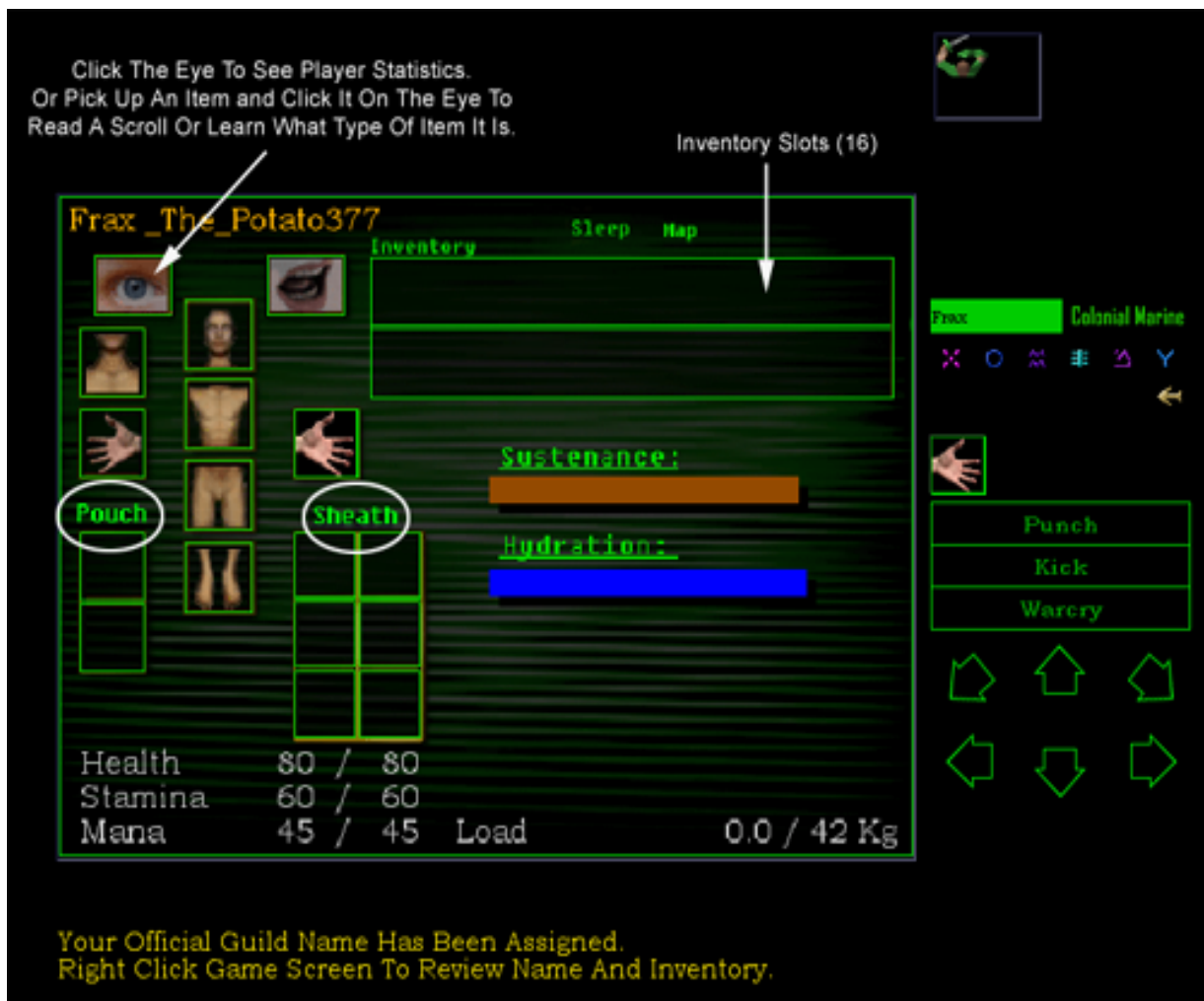
The player has an inventory screen where he can store stuff he finds on his adventures. Using the mouse, right click inside the game window to bring up the inventory screen. The inventory screen you have a total of 16 slots for general inventory. You can put any type of item in these slots.

The "Pouch" section of the inventory is an area where the player can place smaller items such as coins or potions.

The "Sheath" section of the inventory is a place where players may put small rocks and other projectile type objects. These items will then show up in the rapid fire right hand menu system under the button, "Throw".

To check the player's statistics, hold the left mouse button down on the eye icon.

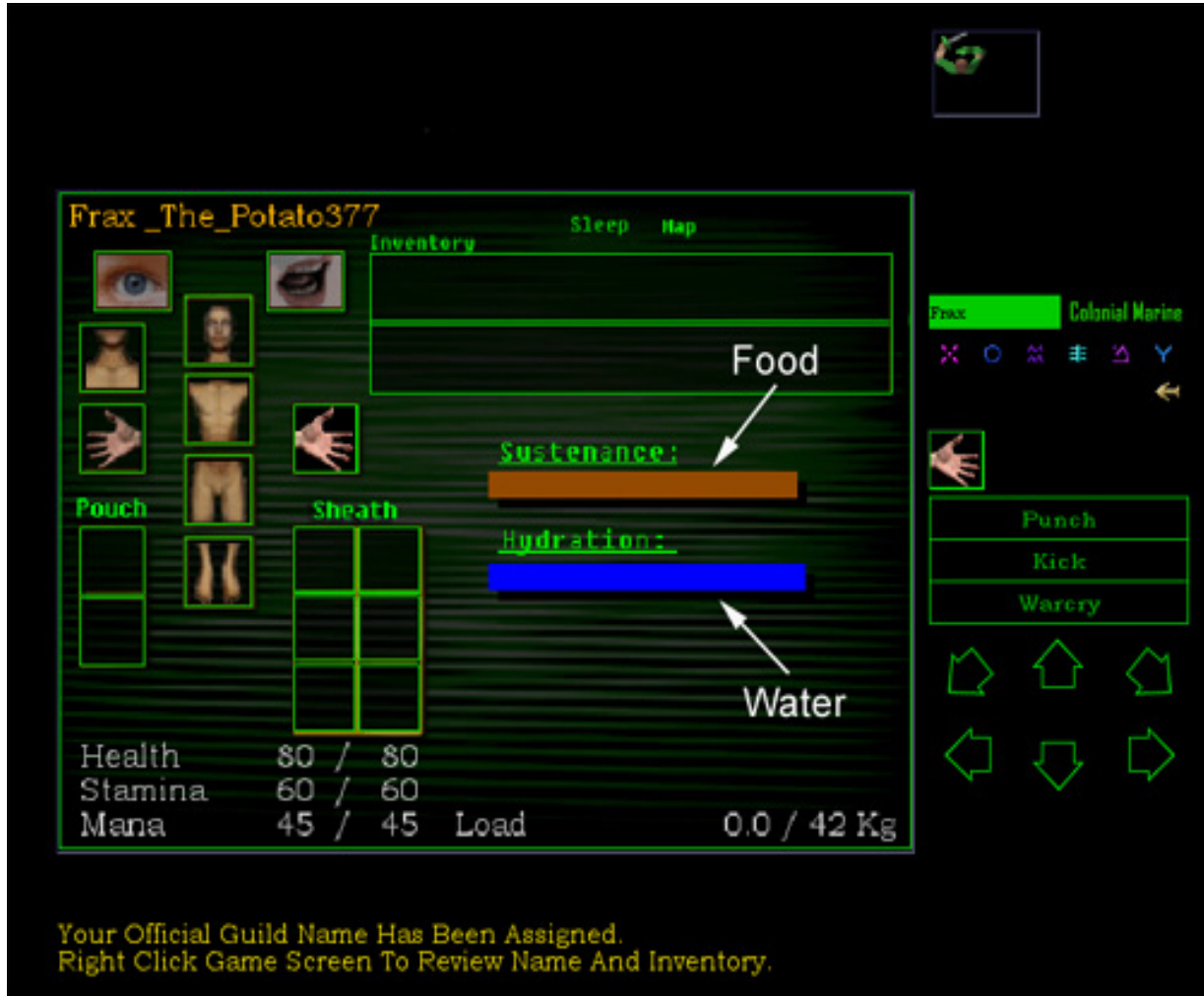
Image of player's inventory, pouch, sheath and eye:



5. Food and Water

Food and water play an important role in the game. Be sure to collect food for later use. Keep an eye on the "Sustenance"(food) bar and make sure it does not turn red. With no food, the player will surely die. Also keep track of the "Hydration" (water) bar and avoid letting it get too low. Use empty flasks to gather water. To feed your player, pick up some food or a water flask and click it onto the mouth icon to feed your player.

Image shows food bar and water bar at 100% full:



6. Inventory Details

In the inventory screen you will notice that your player is naked! It is a good idea to try to locate clothes, armor and weapons as quickly as possible. This will aid you in your adventure. If you find a piece of clothing just click it onto the correct body part for that clothing. For example, If you find a shirt, place it on your chest. If you find boots put them on your feet. If you locate a shield, place it in your left hand for additional protection. If you find a weapon, place it on your right hand. Then use the buttons on the right hand side of the game screen when attacking monsters. Once a weapon is in your right hand, you will likely see buttons that say, "Swing" or "Chop". Use these buttons to attack bad guys.

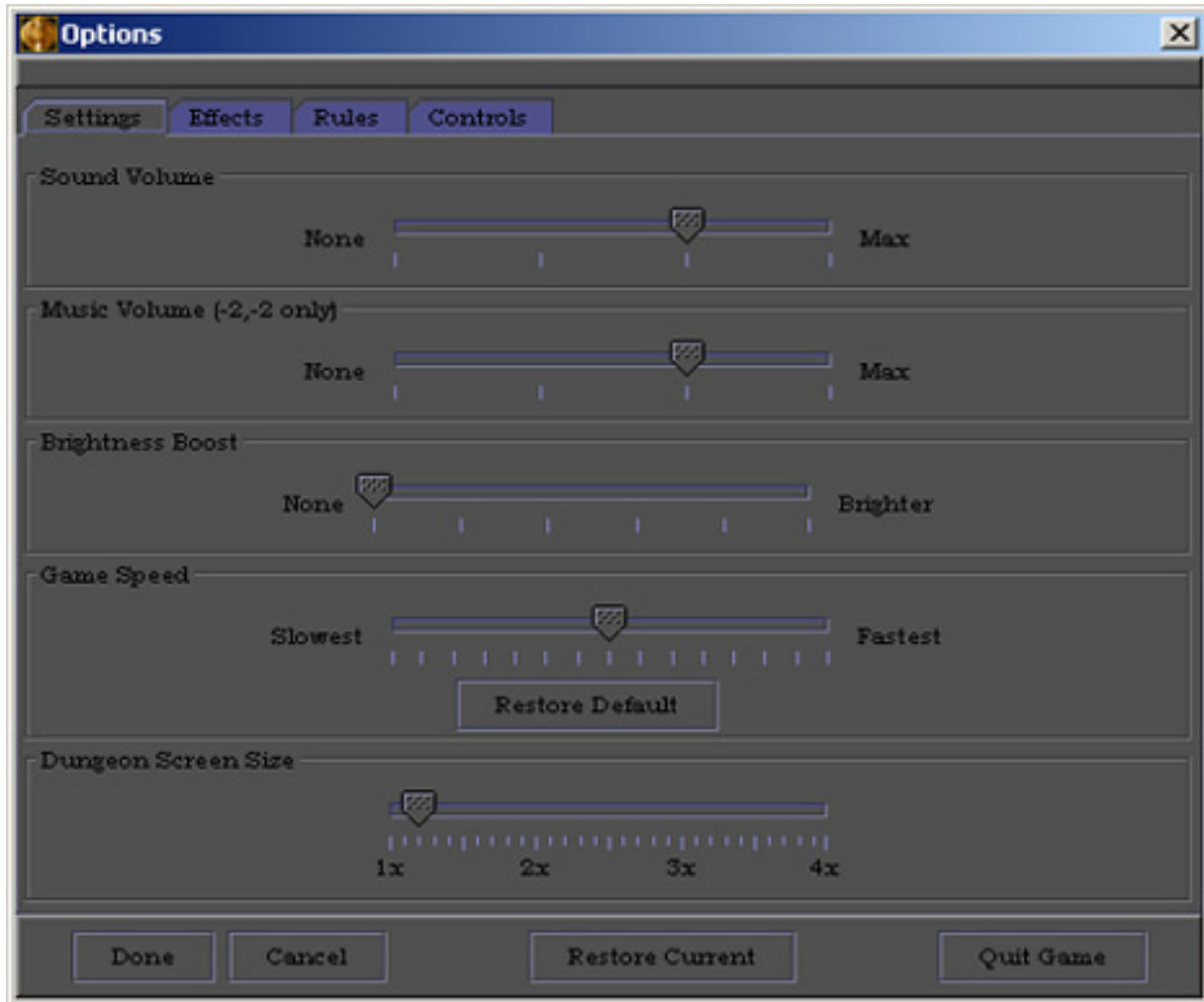
6.5 Throwing Stuff

If you want to attack bad guys or just throw stuff in the game world, click the item using the mouse and then click near the top of the game screen. This will launch the item at a monster or across the room. This may come in handy at times!

7. Options Menu

In the game, you can press the F9 key to bring up the in game Options screen. This screen has 4 separate tabs.

Image shows Options screen:



The "Settings" tab contains the following options:

-Sound volume

This setting affects in game sound volume

-Music Volume

This setting affects in game music volume

-Brightness Boost

This setting increases the brightness of the game screen. This setting should not normally need to be adjusted. Dungeons are supposed to be dark, so there is really no need to change this setting. If you find the screen too dark, use your own discretion.

-Game Speed

This setting affects the speed that the game is played at.

-Dungeon Screen Size

The game screen size can be adjusted larger or smaller depending on your screen resolution. This setting is normally set half way between

1X and 2X. The larger the screen size, the more jaggies will appear as the graphics are stretched to fit.

The "Effects" tab contains the following options:

-Play Footsteps

This plays a footstep sound each time the player moves. You can turn this on or off.

-Levelup effect

This plays a level up sound when your player increases one of their four classes. You can turn this on or off.

The "Rules" tab contains the following options:

-Auto load ammo

This option allows the player to load projectiles into the sheath to allow a rapid fire operation. For example, placing a rock in your right hand following by three more rocks in the sheath would permit the player to click the "throw" button four separate times to throw four rocks in rapid succession. Recommend keeping this option enabled.

-Auto put ammo

This option works in tandem with the Auto load ammo option. Recommend keeping this option enabled.

The "Controls" tab contains the following options:

-Use mouse zone

This option permits the player to click specific regions of the game screen to move the player forward, backward, left and right without the need to use the green arrow interface located on the bottom right corner of the screen. When use mouse zone is enabled, this makes available one additional button. See Draw mouse zone.

-Draw mouse zone

When the player moves his/her mouse cursor over the game screen, the regions that control player movement (forward, backward, left, right, slide left, slide right) will appear as rectangles for a brief moment. This is a reminder to the player where the movement regions are located on screen. This option is not required to be enabled for the movement regions to work.

8. The Magic System

Magic exists in this Dungeon Guild universe. The player may begin using magic if they can locate a scroll with a magic spell written on it. For example, you might find a scroll that says, "Ful Bro for magic fireball". At the top right of the screen there are symbols. Hover your mouse pointer over each symbol to see the name for each of them. Notice how each symbol has a name. The first set of symbols from left to right are the power levels for the spell (1 through 6). When you begin to learn a new spell use the lowest power level setting(1) to learn faster. As you practice you will get increasingly better at launching the spell and can eventually move on to the next power level.

Image showing location of magic system on screen:



Here are the steps to using a spell.

- A. You find a scroll. In order to read it to see if it's a message or magical
- B. Pick up the scroll with your mouse and place it over the eye in the inventory
- C. If there is text, then read the text. If there is a scroll formula for magic on it then
- D. Drop the scroll and make a note of the symbols needed to create the magic item
- E. Now using the spell creation system located at the top right of the screen, click the lowest power level, then locate the 2 or 3 symbols indicated in the scroll and click those. You should now have a total of 2,3 or 4 symbols entered near the bottom of the spell creation system. Some scrolls have more complex spells and require more symbols. Now, click the symbols you put together to launch the spell. Either something on screen will happen or the spell will fizzle. If the spell fizzles, then you must practice it more. Notice the red box in the picture below. The 3 symbols inside the red box show the spell for fireball. The first symbol is the power level, the 2nd symbol is "FUL" and 3rd symbol is "BRO". Finally, click on the group of 3 symbols to launch the spell.



Mini Games Information:

1. Reactor Control Panel:

The reactor control panel is responsible for telling the player when reactor errors need to be corrected. The panel will automatically launch and the error code that needs repair will flash at the top of the panel.

To repair the errors codes, take note of the symbols that are flashing and try to connect three of the same symbol by swapping symbols in the game window. Once all the errors codes are repaired, the reactor will stabilize and the panel will shutdown.

Please note that there is a time limit for each stage. The first time the panel appears, there will be a 60 second countdown before the next stage begins. Solve the error codes as quickly as possible to avoid reaching higher stages. As the stages go higher, you will receive more errors and less time to correct them.

If you are unable to repair the error codes before the time runs out, one minute is deducted from the viewtron9000 countdown before the next stage begins. If the viewtron 9000 reaches 0 time remaining, the complex will explode in a 10 megaton thermo nuclear explosion.

2. Translation Matrix Device:

The Translation Matrix Device assists the player in deciphering encrypted messages sent to the player during the game. To launch this device, click the "UT" button on the top left corner of the Viewtron9000. For additional help on using the device click the "help" button inside the Translation Matrix Device.

3. Slot Machine

The Double Diamond Dungeon slot machine is a ton of fun! If you happen to see the machine during the game, step up to it to launch the minigame. Clicking "Spin" start the reels spinning. Each play costs the player 5 guild credits. Review the payout table above the reels to determine how much each set of symbols payout. There is a maximum of three horizontal payout lines. This means you can win on Line 1, Line 2 and Line 3 in a single spin! Have fun and good luck!

4. Dungeon Poker

The Dungeon Poker casino game is a great way to make money in the Dungeon Guild universe. Step up to the machine to launch the mini game. Once the game launches, select your bet by clicking the betting buttons, then click deal to receive your cards. Make the best poker hand you can with the cards you are dealt. Exchange up to five cards. See the payout table in game.

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