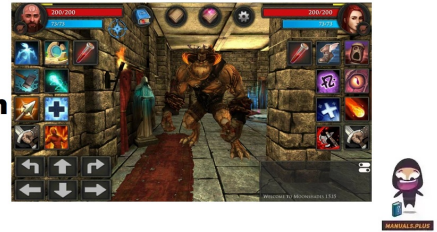


FANTASY DUNGEON

Dungeon Crawler With Strategy



FANTASY DUNGEON Dungeon Crawler With Strategy User Guide

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FANTASY DUNGEON

FANTASY DUNGEON Dungeon Crawler With Strategy



Product Information

Specifications:

- **Game:** Fantasy Dungeon
- **Genre:** Dungeon Crawler with Strategy
- **Levels:** 20 dungeon levels
- **Classes:** Three classes to choose from
- **Controls:** Joystick for movement, Keys W, S, A, D for movement, mouse scroll wheel for zoom, right-click to rotate

Product Usage Instructions

Getting Started:

Before you start crawling, create a Hero by clicking on Create Hero in the Main Menu. Choose from three available classes. Once your hero is created, click on Enter Dungeon to start crawling.

Entering the Dungeon:

1. Click on Enter Dungeon from the Main Menu.
2. Choose your Hero using the left/right arrows.
3. View Hero Stats on the left and completed levels as Snapshots on the right.
4. Click on a Snapshot to load your Hero for that level.
5. Click on Merchant to buy items and unlock Skills.
6. Exit the level through the gate next to the End Room after defeating all enemies.

Controls:

To move your Hero, use the joystick in the lower right corner or Keys W, S, A, D. Use the mouse scroll wheel to zoom and right-click to rotate. Click on an enemy to attack. Range Attacks can be initiated from a distance while Melee Attacks require proximity.

FAQs

Q: How do I save my progress in the game?

A: Your progress is automatically saved as you crawl. Quick saves are performed after defeating enemies or by pressing the Q key. You can also manually save by clicking Save in the upper right menu or load saved games from the Main Menu.

Q: Can I replay levels in the game?

A: Yes, you can replay a level as often as you like by clicking on Redo Dungeon to generate a new dungeon. Clicking on Continue will load your last quick save game.

Q: How do I choose between upgrading my Hero or unlocking a Skill?

A: Consider the level of difficulty and enemy strength. As you progress, strategic decisions become crucial. Evaluate whether enhancing your Hero's abilities or acquiring new Skills would be more beneficial based on the challenges you face.

What is this game about

Fantasy Dungeon is a dungeon crawler with strategy. The objective of the game is to crawl through 20 dungeon levels. You get to the next level by defeating all enemies and exiting the level. Along the way you earn gold, unlock skills, buy items and upgrade your Hero. As you crawl you have to think about where to go and who to fight. How to approach a battle and how to maximize your earnings. Is it better to upgrade your Hero or unlock a Skill? As you go higher in the levels, the enemies get tougher. What worked before, may not work anymore. It's a dungeon crawler with subtle strategic decisions.

Getting Started

Before you start crawling, you create a Hero. In the Main Menu, click on Create Hero.

There are three classes to choose from:

- Fighter, the strongest of the classes with the most hit points. The fighter can wield all weapons and armor and is best for brawling. He has access to all melee attacks but no range attacks.
- Archer, a mix between fighter and mage, is the second strongest. The archer has access to some melee attacks but not all. What he lacks in melee combat, he makes up with powerful range attacks.
- Mage, is the weakest of the classes but the only one capable of yielding magic. The mage has limited access to melee attacks but a wide variety of spells at his disposal.
- Once you have created a hero, you can start crawling. Click on Enter Dungeon from the Main Menu. There you can scroll through your heroes, edit or delete them, buy items, and unlock skills. When you're ready to go, click

on Enter Dungeon or Continue.

- Dungeons are themed differently and contain different enemies. There are 4 Rooms and an End Room per level. The Level Boss can be found in the End Room and is significantly tougher than the others.
- You can replay a level as often as you like. Clicking on Redo Dungeon will generate a new Dungeon to crawl. Clicking on Continue will load your last quick save.

Creating a Hero

- Click on Create Hero to create a Hero. You can choose a character class, an Avatar, and a Name. On the right side, you can customize your Hero by choosing their armor, accessories, weapons, shields, etc.
- Fighters have the largest range of weapons but can only carry weapons and shields for Melee Attack. Archers and Mages can carry weapons and shields for Melee and Range Attack.
- On the left side, you'll see information about your Hero's Stats and also the costs of creating/editing your Hero.
- On the right side, you can fully customize your Hero by choosing their gender, hair, armor, accessories, weapons, and shields. The color of items such as hair and body art can also be customized.
- Armor, weapons, shields, and accessories all add to weight. How much weight your Hero can carry depends on their Strength. If the weight is too much you won't be able to create/edit your Hero.
- Once you're happy with your selections, click on Create or Save and return to the Enter Dungeon screen.

Entering the Dungeon

- Click on Enter Dungeon from the Main Menu.
- Choose your Hero by clicking on the left/right arrows. On the left side, you will find Hero Stats, and on the right side all the Levels your Hero has completed as Snapshots.
- Your hero's progress is saved level by level. Clicking on a Snapshot will load your Hero for that level. Hero Stats are listed on the left and clicking on Skills on the right will display your Hero's Skills for that level.
- Click on Merchant to buy items and unlock Skills. Edit or Delete your Hero from here. Enter Dungeon will load the dungeon for the first time and Continue will load the last quick save game. Redo Dungeon lets you replay the dungeon.
- Your Hero's progress is saved automatically as you crawl. Each time you defeat an enemy, a quick save is performed. You can also perform a quick save by pressing the Q key. When you wish to continue, click the Continue button below your Hero.
- Normal saves are also possible. Click Save (scroll icon) in the upper right menu to create a save game. Click on Load Game in the Main Menu to load saved games. Be careful though, loaded games will overwrite the quick save as soon as you kill the next enemy or press Q.
- Once you've defeated all enemies, exit the level through the gate found next to the End Room.

Stats

- **Hit Points** – determines if your Hero lives or dies. Can be increased after completing each level or by using Health Potions. Red Healing Circles scattered around the dungeon will also replenish this Stat.
- **Attack** – determines how much damage your Hero does. The higher the value, the more damage. Can be increased after completing each level or by equipping your Hero with stronger weapons.
- **Defense** – determines how much damage your Hero takes. The higher the value, the less damage. Can be

increased after completing each level or by equipping your Hero with stronger armor and accessories.

- **Strength** – along with Attack determines how much damage your Hero does. Also determines how much Weight your Hero can carry. The higher the value, the more armor and stronger weapons they can carry. Can be increased after completing each level.
- **Agility** – determines how fast your Hero moves and how likely they are to miss damage. The higher the value, the faster they are. Also comes in handy when trying to escape from enemies. Can be increased after completing each level.
- **Luck** – along with Agility determines how often your Hero misses damage. The higher the value, the more likely they are to be missed and take no damage. Can be increased after completing each level.
- **Stamina** – determines how long your Hero can attack before reaching low Stamina. Unlike Hit Points, this Stat recharges automatically. Can be increased after completing each level or by using Stamina Potions. Blue Healing Circles scattered around the dungeon will also replenish this Stat.

Controls

To move your Hero, use the joystick found on the lower right-hand side of the screen. Move the middle dot in the direction you wish to go. Alternatively, you can use Keys W, S, A, and D to move around.

- Zoom in and out using the mouse scroll wheel and right-click to rotate left and right.
- Click on an enemy to attack. Range Attacks can be started from a farther distance. For Melee Attacks, you need to get closer to the enemy.
- Right-click a Skill Slot and choose a Skill or Item to set it. Clicking the slot will activate or use what is chosen. Alternatively, Keys 1 – 8 can be used to activate or use Skills/Items.
- Key Bindings can be found below and can be changed in the Settings Menu.

Tips

- Unlock the Berserk Skill as soon as you can. It's a little pricey at 10,000 gold but it's worth it. Once unlocked, assign it to a Skill slot and keep your finger on that key. You'll be using it a lot.
- When entering a dungeon, check the map to see where Treasure Chests (yellow dots) are. Use Portals to get around quickly and unlock them. There are 10 Treasure Chests per level and they either add to your Stats or give you gold.
- Try to unlock as many of them as you can before entering the Rooms.
- Strength is the most important Stat. Not only does it increase damage but also lets your Hero carry heavier armor and yield stronger weapons. Upgrade as often as possible.
- Each level is a mix of old and new enemies. The old enemies are easy prey. Try taking them out first to make some easy money. Use this to unlock Skills or upgrade your Hero to take out the tougher enemies.
- Archers and Mages have both Melee and Range attacks. If the Range attack isn't doing enough damage, try switching to the Melee attack.
- You can expect to earn around 25,000 gold per level, depending on how many Health and Stamina Potions you buy. Use Health and Stamina Circles to save on gold. See [Fantasy_Dungeon_Money.pdf](#) for how much gold you can potentially earn per level.
- The Weight Buff gets more and more expensive but each one will reduce your equipment weight by 5%, allowing your Hero to carry heavier armor and stronger weapons.

- Health and Stamina Potions are 10% cheaper at the Dungeon Merchant. 10% may not seem like much but 100 Health Potions equals 1,000 gold in savings.
- Redoing a level and getting stronger sometimes makes sense before moving on.
- As an Archer unlock Accurate Shot as soon as possible. Combine this with Berserk or Attack Buffs to do extra damage.
- Use the Poison Arrow and the Poison Bolt to poison enemies and drain their hit points.
- Use Ice Skills and Vine Spikes to slow down enemies.
- Use Fire Skills against Ice Beasts and Frost Giants to deal extra damage.
- Use Lightning Skills against Mechanoids to deal extra damage.
- Bombs and traps are fun but don't do much damage.

Skills

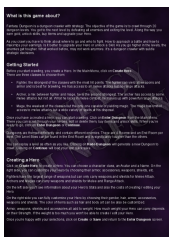
For a list of all Skills, their cost, and which level they are available at, see [Fantasy_Dungeon_Skills.pdf](#)

Key Bindings

Key Bindings can be found and changed under Settings from the Main Menu.

- PLAYER_FORWARD W
- PLAYER_BACKWARD S
- PLAYER_LEFT A
- PLAYER_RIGHT D
- PAUSE SPACEBAR
- SHOW_MAP E
- SWITCH_VIEW R
- QUICK_SAVE Q
- SKILL_SLOT_1 1
- SKILL_SLOT_2 2
- SKILL_SLOT_3 3
- SKILL_SLOT_4 4
- SKILL_SLOT_5 5
- SKILL_SLOT_6 6
- SKILL_SLOT_7 7
- SKILL_SLOT_8 8

Documents / Resources



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Dungeon Crawler With Strategy, Dungeon, Crawler With Strategy, With Strategy, Strategy

References

- [User Manual](#)

[Manuals+](#), [Privacy Policy](#)

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