



# KARRADASH

## The Lost Dungeons



GAME MANUAL



# Getting Started

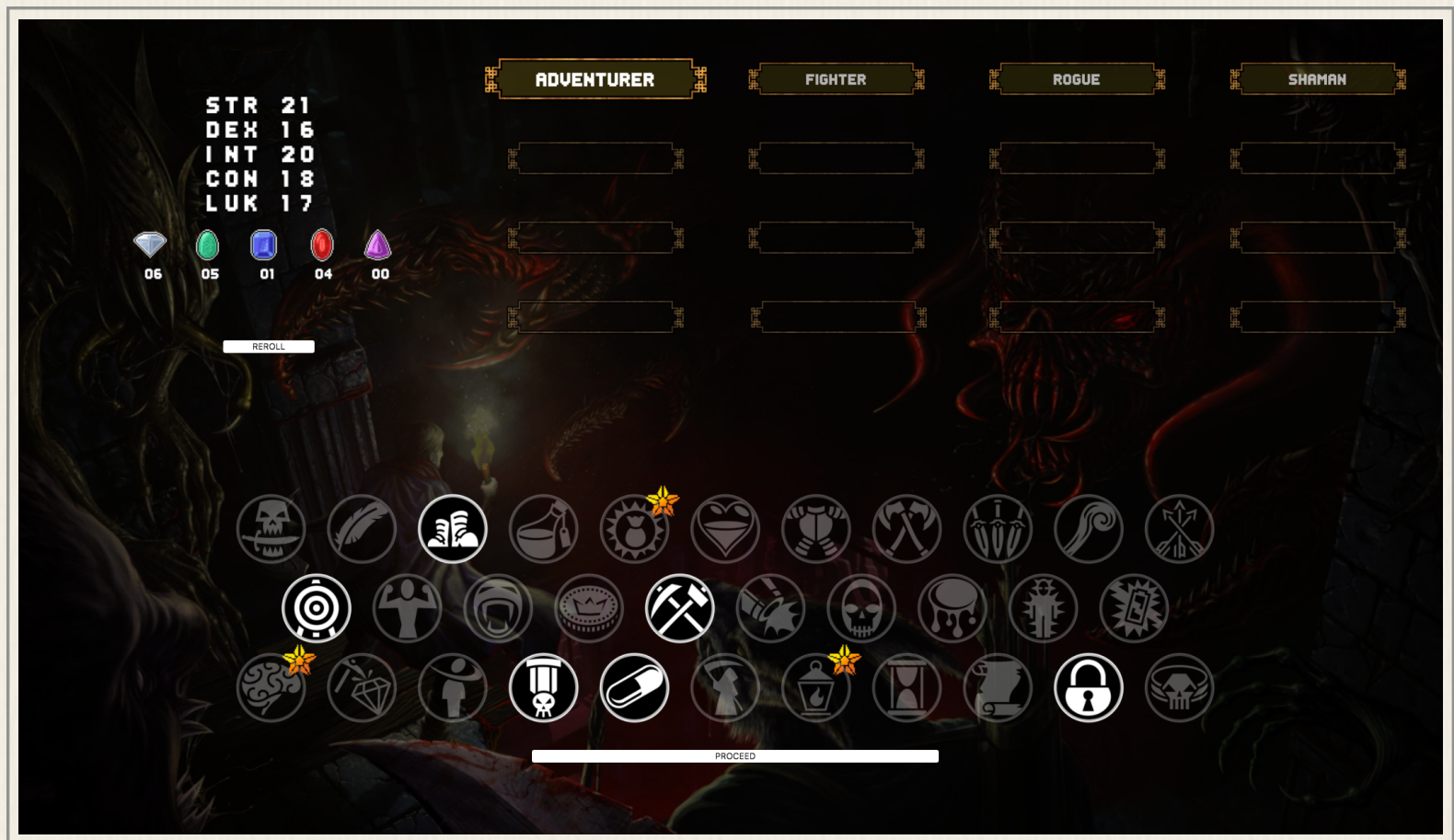
**KARRADASH - The Lost Dungeons** is an Action Roguelike. In this game you can have only one active character, and if he died is forever lost.

Every time an adventurer dies, you can use the gold pieces he found to **upgrade the village**: doing this you can enhance every future adventurer and every time you start over you will have more chance to reach the final boss on the 100th floor of the Dungeon.

## CHARACTER CREATION

Every time you start a new game, you have to roll random Attributes and Passive Skills for your character. There are 5 **Attributes** and 30 **Traits** available. The basic attributes are:

ATTRIBUTE	MODIFY	GEM
STRENGTH	Armor Value, Axe/Hammer and Dagger/Shuriken Damage, Range for Axe, Dagger and Bow, Freeze Resistance	Diamond
DEXTERITY	Parry Chance, Movement Speed, Dagger/Shuriken Damage, Bow/Crossbow Damage, Picklock Chance	Emerald
INTELLIGENCE	Skills Cooldown, Staff/Wand Damage, Scrolls Power, Picklock Chance, Silence Resistance	Topaz
CONSTITUTION	Max HP, Stamina Recovery Rate, Poison and Enfeeble Resistances	Ruby
LUCK	Loot, Critical Rate, Picklock Chance, Curse Resistance	Amethyst



Attributes also modify the damage or the duration of **Special Skills** (every Skills is related to a specific attribute).

If you have any **Gem** you can use it to upgrade basic attribute; every gem add some points to a specific attribute (see table). You can obtain gems getting an high score at the end of any level or mining in deeper floors.

According to the attributes that you have rolled, you can select a **Class** for your character. Some classes need high values of certain attributes, so you'll not be able to choose them in your first plays until you enhance village facilities.

Every class has a Unique Trait (aka **Class Skill**) and allow you to start the game knowing some specific Special Skills. Furthermore, every 5 xp levels any class will automatically level up 3 traits. These 3 peculiar traits are marked with this symbol:



There is one last step before entering the dungeon; if you have found them, you can equip some powerful **Artefacts** that grants you unique powers.

Once you have found an Artefact it will be available for every new character, but remember that when you choose to equip one or more artefact, they will be lost when the character dies; after an artefact is lost, you can find it again searching in the dungeon.

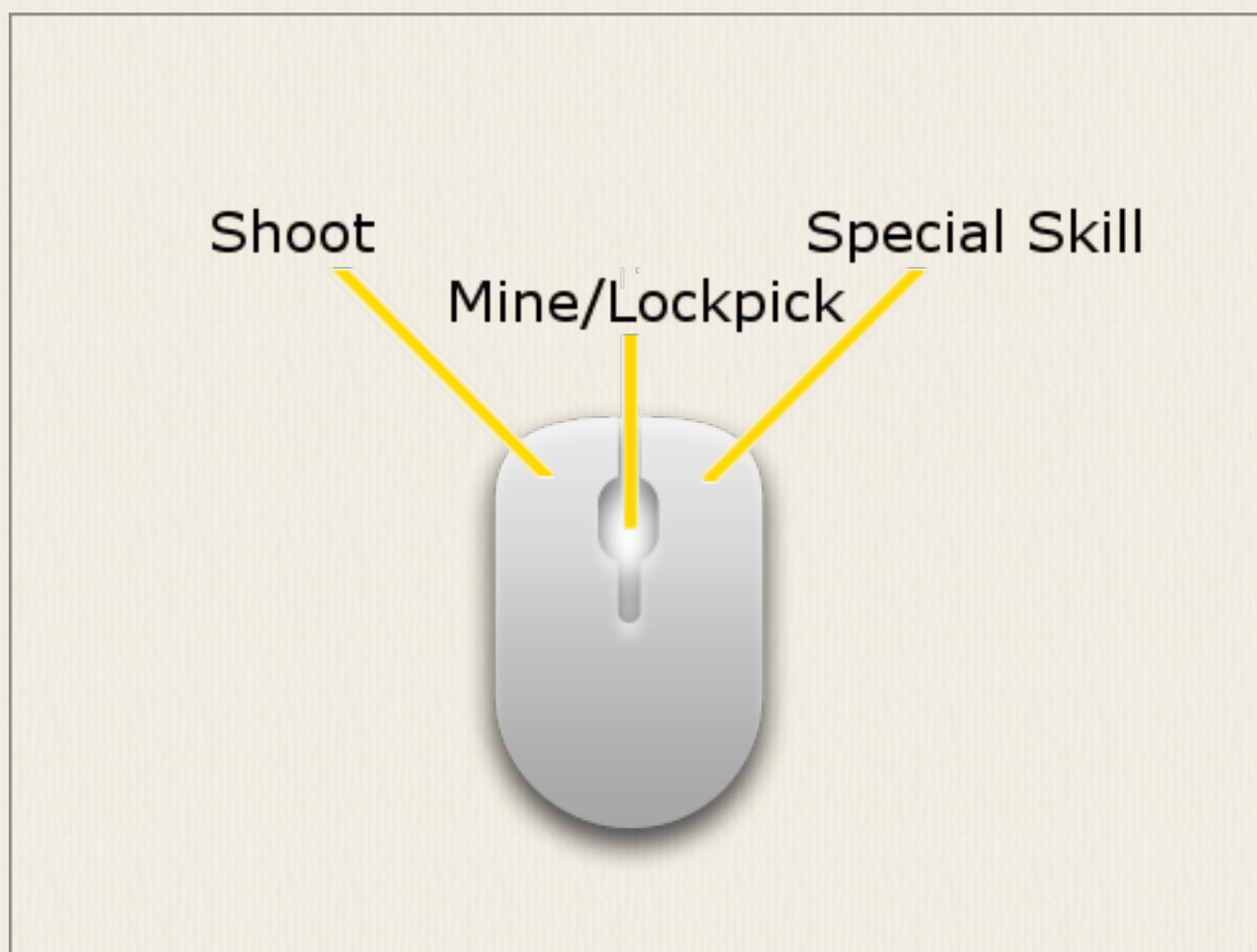


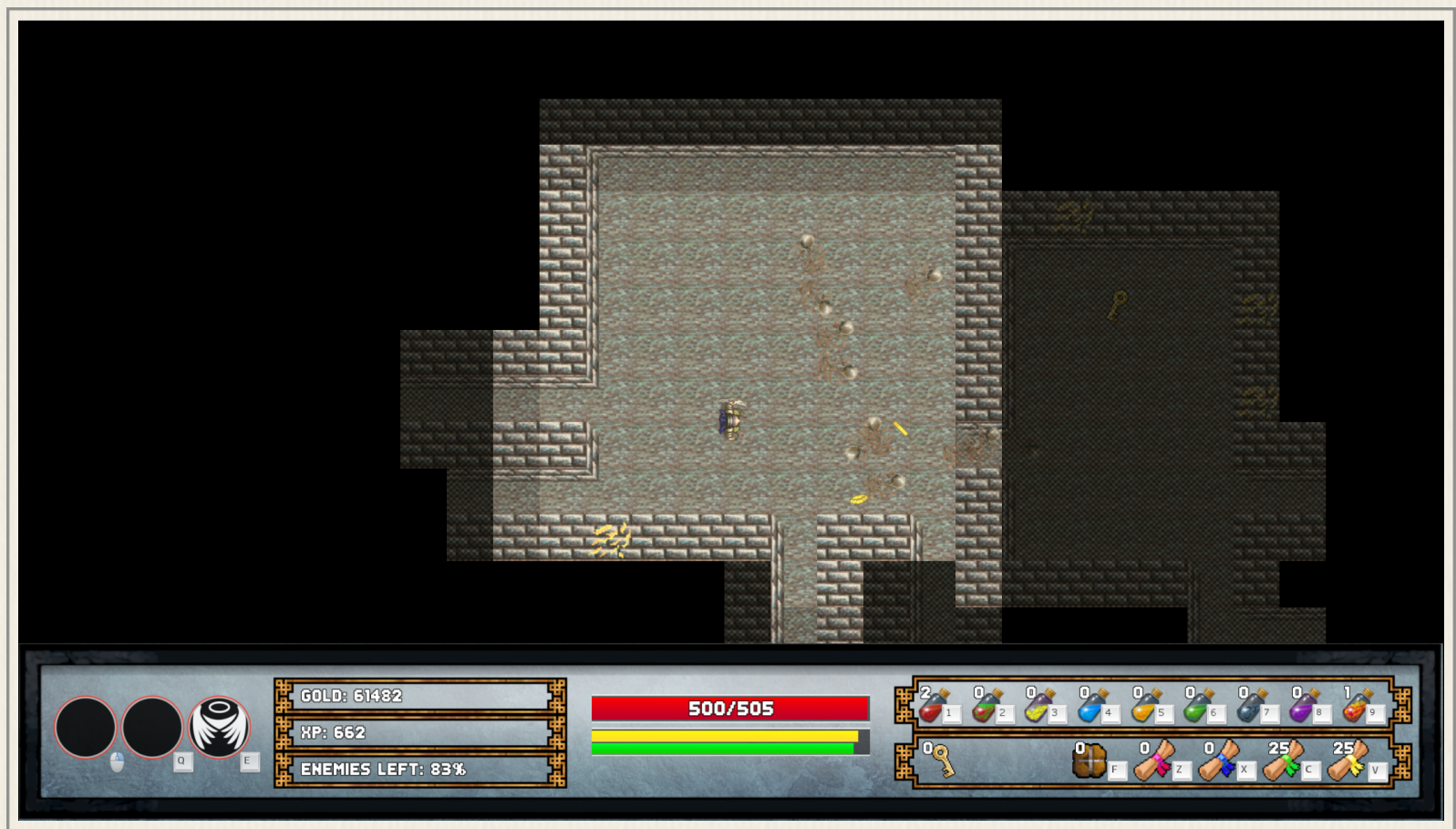


# Dungeon Exploration

To complete the game you have to kill the boss of the 100th floor of the dungeon. Every floor is randomly generated and there are multiple obstacles, power-ups and traps that can be found in every level.

You can move your adventurer using **WASD** keys on the keyboard and you can shoot with the **Left Mouse Button**. Refer to the command on screen to use special skills and items.





On the bottom-left you can see the equipped Special Skills. The first one is your **Primary Skill**, and you can use it pressing the **Right Mouse Button** (use the mouse pointer to aim). The Middle one is the **Zone Skill**, that damages enemies around you: you can activate this skill pressing the “Q” key on the keyboard. The right one is the **Support Skill**, that usually gives you temporary bonus and power-ups: you can use this pressing the “E” key on the keyboard. To equip these special skills you can press the “I” key to open the Inventory screen and select any available skills.

Special Skills are available depending on the chosen Class or can be learned by reading the **Black Tomes** that you can find in chests or that are dropped by enemies on death. You will find **Green Tomes** too, that will unlock and upgrade Traits. Every time you read a Tome you will level up a specific Skill.

In the bottom you can see the Health Bar (in Red), the Stamina Bar (in Yellow) and the Hunger Bar (in Green). **Stamina** is used to run (holding “SHIFT” Key) and to mine (**Middle Mouse Button** when you are next to a wall). To refill your Stamina bar you can wait, drink a Stamina Potion or Rest (“R” key). While resting you will recover HP too, but you will get hungry faster. You can eat ration (“F” key) if you have one or search the dungeon for some meat to avoid starvation. Note that you will constantly get hungry during your exploration, so don’t waste



too much time. The bottom-right screen shows your **potions, scrolls, rations** and **keys**. You can find details about these items in the Inventory Screen (press “I” key to open it).



During your exploration you will also find different items and power-ups:



**MAGIC GLYPHS:** collect Glyphs to obtain permanent bonus like ailments resistances, more HP and attributes enhancement.



**SHIELD UPGRADES:** every shield upgrade collected will improve your **Parry Chance**, that is the chance of nullify all the damage suffered when an enemy hits you.



**ARMOR UPGRADES:** every armor upgrade collected will improve your **Armor Value**, that is the percentage of damage absorbed.



**RUNES:** runes grants you a powerful magic that will last for the entire level. There are 4 kind of rune but you will be able to use only one of them at the time.

## RINGS

Elite monsters and Bosses often drop a **Magic Ring** when they die. You can equip two different rings at a time. There are 3 different rings and 6 different effects: try to combine different colors to obtain different enhancements or wear two rings with the same color to improve the same effect.

## EVENTS BETWEEN LEVELS

Every time you complete a level, you have a chance to find an event before entering the next floor. There are different kind on events:

**SHOP:** You can buy item in the shop. There are only 6 items available and these items are randomly generated. The price is the same for every object and it depends on the floor depth (Note: the gold in this game is shared with every adventurer).

**BLACKSMITH:** If you have any **Blacksmith Tool** you can upgrade all the weapons that are currently in your possession. The improvement kind is random, but you can upgrade the Blacksmith in the village for better improvements.

**MYSTIQUE:** The Mystique can use his power to contact Gods and ask them for some help...if you have gold to share with him.

## LEVEL SCORE

When you complete a level, you get some **Points** based on your behavior on that floor. The maximum score is 500 points, and you will get a bonus (XP, Gold or a Gem) every 100 points. To get an high score you can:

- Kill many enemies as possible, at least 65% to get points, but if you kill every enemy on the floor you will get even more points.







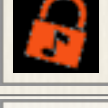

- Collect coins.
- Collect gems (only available in deeper floors).
- Kill enemies in a row; the higher the combo, higher the points gained.

If you take too much time to explore the floor you may lose some points, so try to balance your exploration between a careful search (to get more items and a better resources management) and a fast gameplay (to get more points).









The **Hall of Fame** is the place where you can see your records and the most successful characters. If you manage to achieve certain goals (like high score, gold collected, floor reached), you can unlock some items and bonuses in the Hall of Fame.

Note: you can access the Hall of Fame only if you have created at least 10 characters.

## STATUS AND AILMENTS

ICON	STATUS	EFFECT
	Poisoned	Suffer damage every second
	Frozen	Reduce movement speed
	Cursed	Halves damage inflicted
	Enfeebled	Lose Stamina and empty your stomach
	Silenced	Can't use Special Skills
	Hungry	Suffer damage and reduce Stamina regeneration

## WEAPONS

ICON	NAME	PROS	CONS
	AXE	High DMG	Slow
	HAMMERS	2-sides Attack	Very slow
	DAGGER	Fast	Low DMG, Short range
	SHURIKENS	3-ways attack	Very Short Range
	WAND	Cause status ailments	Low DMG, Slow
	STAFF	Multiple attacks, go through enemies	Short Range, No Criticals
	BOW	High DMG, High Range	Very slow
	CROSSBOW	High DMG, May go through enemies	Extremely slow



# Village Improvement

When your adventurer dies, you can use his gold to upgrade the village of Karradash. Doing this, every new character will benefit from these upgrades and will start his adventure with higher attributes, more skills and other advantages.



The gold is shared between every adventurer: if you upgrade a facilities you are using gold for a common benefit, but you can also use gold to buy items for a single character while exploring the dungeon: it's up to you to choose how to invest your gold.

There are different kinds of facilities to upgrade; some of them will boost your basic attributes, while other ones will improve XP gained, the number of items that you can carry and other stuff. Every facilities has a level cap, so you can't upgrade them forever.



**KARRADASH**  
**The Lost Dungeons**

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