
User Manual

for

Dungeon Quest

Version 1.0 approved

Prepared by

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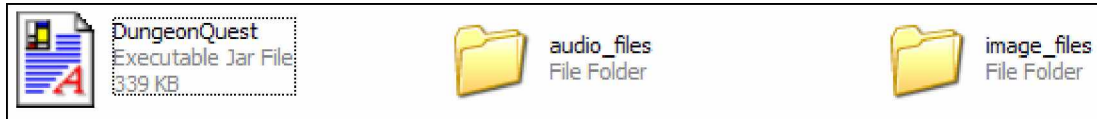
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1. Getting Started

Before getting started, you will need both a keyboard and a pointing device (i.e. a mouse) in order to play. Open the folder and locate the file **DungeonQuest.jar** and make sure that it is in the same directory as the folders **image_files** and **audio_files**, otherwise the game will not run. Once the above requirements have been met, simply double-click the icon for the file **DungeonQuest.jar** to start the application.



2. Controls

BUTTON

Up Arrow
Down Arrow
Left Arrow
Right Arrow
Enter Key
Space Bar

CONTROLS IN THE FIELD

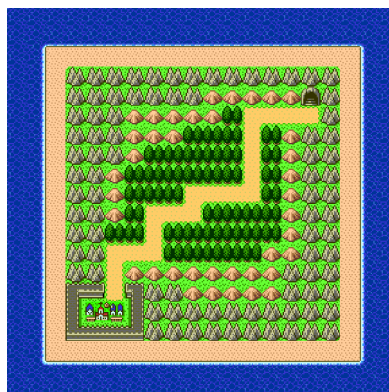
Move the hero up
Move the hero down
Move the hero left
Move the hero right
Action (Talk to NPC, open chest, take stairs)
Open main menu

3. The World of Dungeon Quest

The world of Dungeon Quest consists of three areas: the world map, the town, and the dungeon.

3.1 The World

The world map is a small continent surrounded by water and enclosed by mountains. This area acts as a gateway between the town and the dungeon.



3.2 The Town

The town is located in the southwest corner of the continent. It is a safe haven where the hero can buy items, rest at the inn, and save game progress.



3.3 The Dungeon

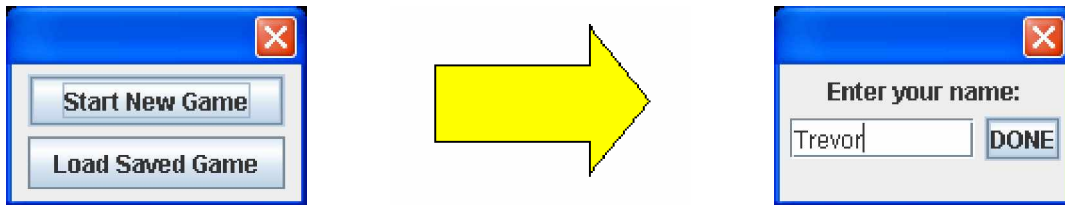
The dungeon is located in the northeast corner of the continent. This is where the action takes place. Here the hero will explore the various dungeon mazes, discovering treasure and battling monsters.



4. Starting and Saving Your Adventure

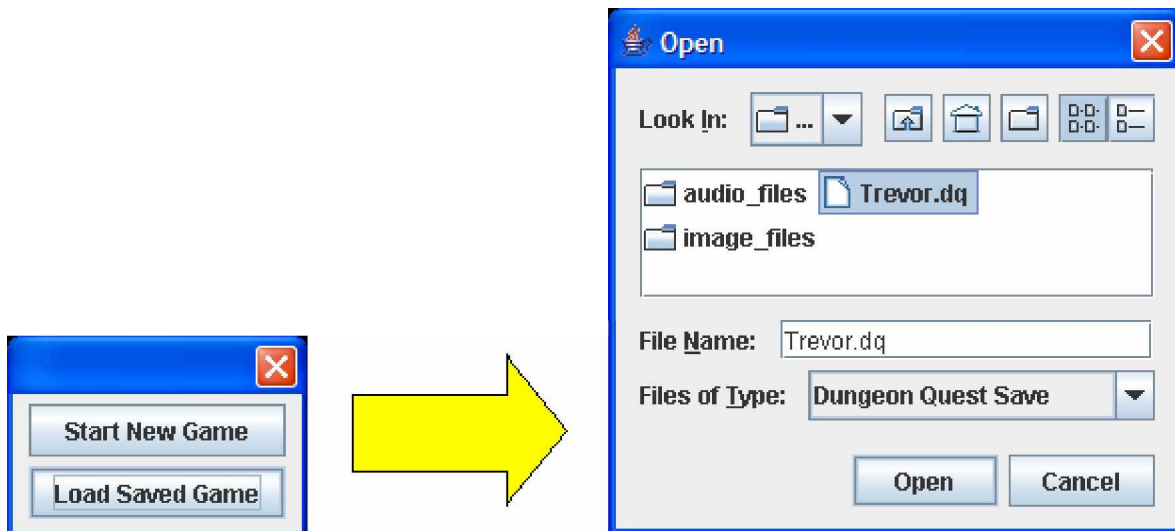
4.1 Starting Your Adventure

To start a new game, press the enter key when prompted at the title screen and click the “Start New Game” button. You will then be prompted to enter your name. Type the name of your choice into the text field, then click DONE to start your adventure.



4.2 Resuming Your Adventure

To resume a previously saved game, press the enter key when prompted at the title screen and click the “Load Saved Game” button. This will open a file chooser window with all Dungeon Quest Save (.dq) files displayed. Dungeon Quest Save files are named after the hero of that particular adventure. Click the file icon of the Dungeon Quest Save file you want to load, and then click the “Open” button to resume your adventure.

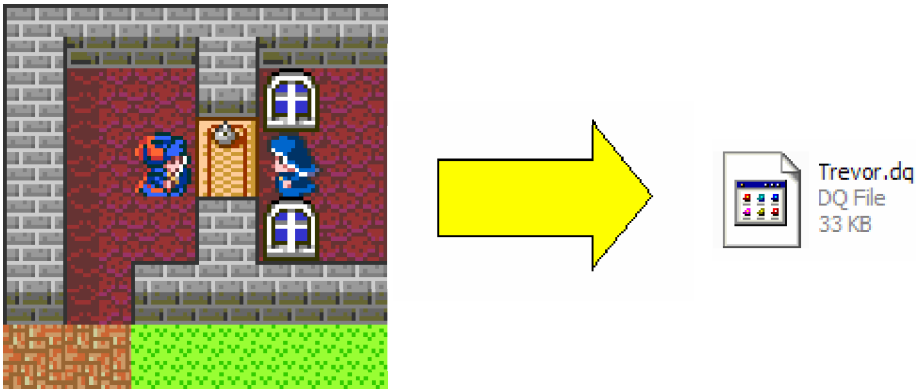


5. Let's Explore!

5.1 Useful Establishments in Town

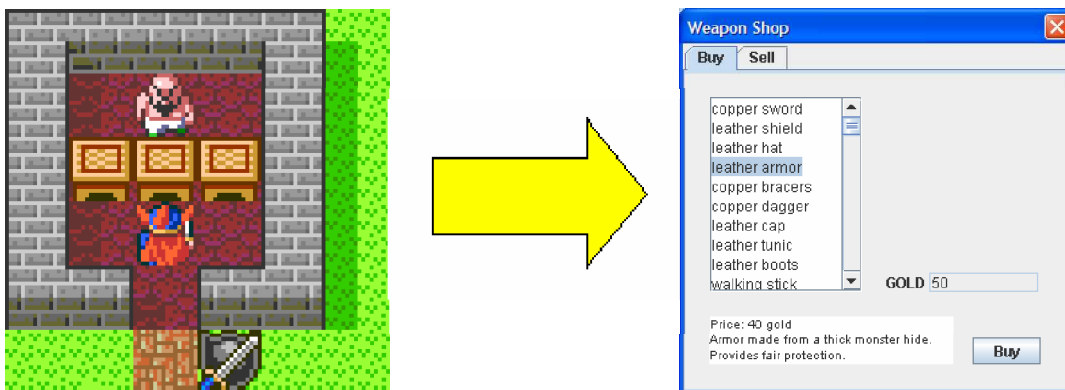
5.1.1 Church

The church is located in the northeast corner of town. This is where the hero must go to save game progress. When asked by the nun "Have you come to confession?" clicking "Yes." will create a Dungeon Quest Save (.dq) file named for the hero.



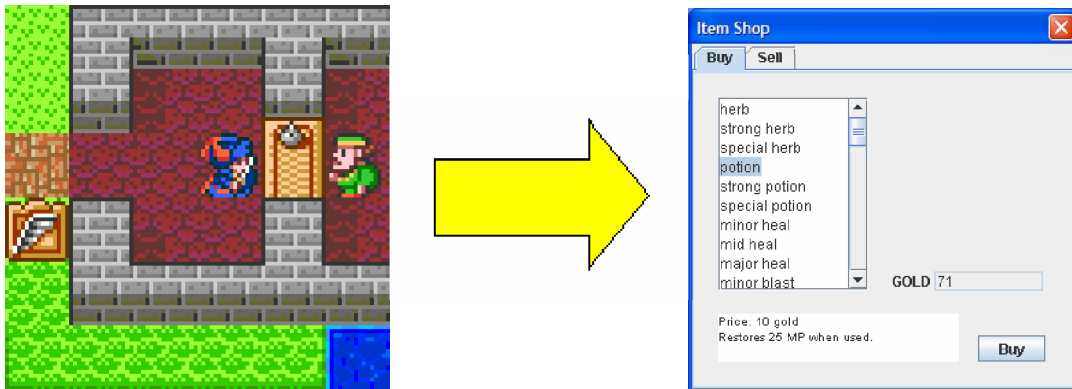
5.1.2 Weapon & Armor Shop

The weapon and armor shop is located in the northwest corner of town. This is where the hero must go to buy weapons and armor. Talk to the shopkeeper to open up the shopping menu and view his wares. To buy an item, click the Buy menu tab, click on the item's name in the shop's inventory list and then click BUY. You can also sell him your old equipment and items for half price. To sell an item, click the Sell menu tab, click on the item's name in your inventory list, and then click Sell. WARNING: Once an item has been sold, there is no way to get it back.



5.1.3 Item Shop

The item shop is located on a small island in the southeast corner of town. This is where the hero must go to buy usable items, such as medicinal herbs and magic scrolls. Talk to the shopkeeper to open up the shopping menu and view his wares. To buy an item, click the Buy menu tab, click on the item's name in the shop's inventory list and then click BUY. You can also sell him your old equipment and items for half price. To sell an item, click the Sell menu tab, click on the item's name in your inventory list, and then click Sell. **WARNING:** Once an item has been sold, there is no way to get it back.



5.1.4 Inn

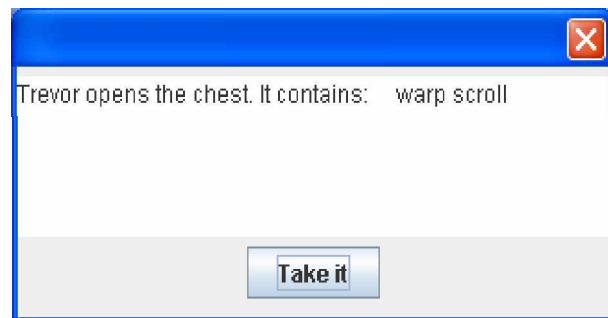
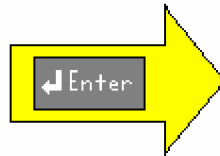
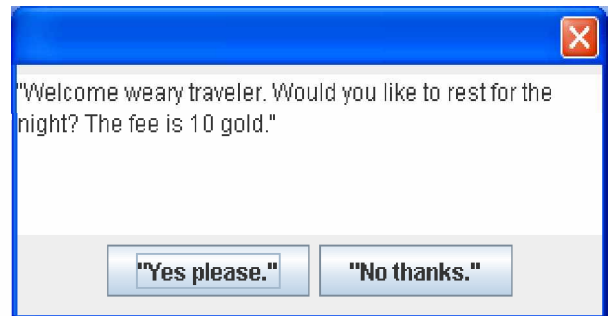
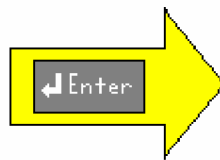
The inn is located in the southwest corner of town. The hero can rest here for a fee, fully restoring his HP and MP. Talk to the innkeeper to stay at the inn.



6. Commands Used for Exploring

6.1 Talk/Interact

Pressing the enter key allows you to talk to or interact with a non-player character (NPC) or object (treasure chests, stairs, etc.) To talk to an NPC or open a chest, position the hero adjacent to and facing the NPC or chest, and press the enter key. To take a flight of stairs, position the hero on top of the stairs and press the enter key.

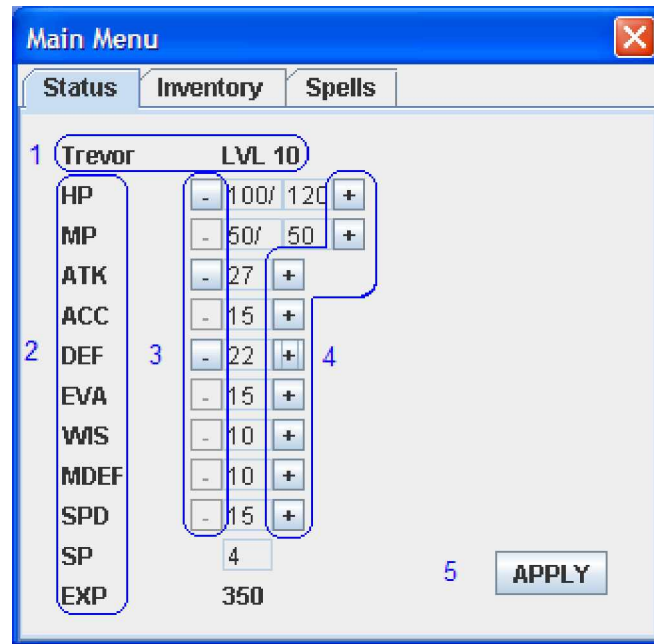


6.2 Main Menu

Pressing the space bar opens the main menu window, allowing you to choose from three main command tabs.

6.2.1 Status

The Status menu tab contains various statistics for the hero. This is where you can distribute skill points you earn in battle.



- 1 – Hero name and level
- 2 – Attributes
- 3 – Decrement buttons
- 4 – Increment buttons
- 5 – Apply button

6.2.1.1 Distributing Skill Points

Ten skill points (SP) are awarded each time the hero gains a level. Skill points are used to raise the hero's attributes which determine how he performs in battle. To distribute skill points to an attribute, click the **+** to the right of the attribute you want to increase. If you change your mind, you can remove a skill point from an attribute by clicking the **-** to the left of it. Once you have finished distributing skill points, you must click **APPLY** to make the changes permanent. **WARNING:** Once you click **APPLY**, the SP spent will be gone forever. You cannot redistribute SP to your attributes later on. Choose how you distribute your SP wisely.

6.2.1.2 *A Guide to Attributes*

The following is a description of each attribute and how it affects the hero in battle. Use this guide to help you develop the hero to fit your playing style.

6.2.1.2.1 *HP (Hit Points)*

A number indicating your physical health. When you are hit by an enemy, the number will decrease. When it reaches zero, you have been slain and the game will reset to the title screen.

6.2.1.2.2 *Max HP (Maximum Hit Points)*

The maximum number of hit points you can attain at the moment. You can restore your HP with medicinal herbs or by staying at the inn.

6.2.1.2.3 *MP (Magic Power)*

A number indicating your magical power. When you cast a spell, the number will decrease. If your MP drops below the required number to cast a particular spell, you'll be unable to do so.

6.2.1.2.4 *Max MP (Maximum Magic Power)*

The maximum number of MP you have at the moment. You can restore your MP with magic potions or by staying at the inn.

6.2.1.2.5 *LVL (Level)*

A number that indicates your overall strength. When your experience points (EXP) reach a certain level, this number will increase and skill points, which you can use to raise your stats, will be awarded.

6.2.1.2.6 *ATK (Attack)*

A number that indicates the power of your melee attacks. It changes depending on the weapon you have equipped. The higher the number, the greater damage you will cause.

6.2.1.2.7 *ACC (Accuracy)*

A number that indicates your accuracy with a weapon. Some weapons are more accurate than others. The higher the number, the better your odds of hitting a monster with your melee attack.

6.2.1.2.8 *DEF (Defense)*

A number that indicates your ability to defend yourself against a monster's melee attacks. It changes depending on the armor you have currently equipped. The higher the number, the greater your ability to reduce damage from melee attacks.

6.2.1.2.9 *EVA (Evasion)*

A number that indicates your ability to evade a monster's melee attacks. Some armor provides better evasion than others. The higher the number, the better your odds of evading a melee attack.

6.2.1.2.10 *WIS (Wisdom)*

A number that indicates the level of your intellect. As it increases, so too will the power of the spells you cast. Some weapons may provide a boost to your wisdom.

6.2.1.2.11 *MDEF (Magic Defense)*

A number that indicates your ability to defend yourself against a monster's spells. Some armor provides a boost to your magic defense. The higher the number, the greater your ability to reduce damage to your HP or other stats from spells.

6.2.1.2.12 *SPD (Speed)*

A number that indicates whose move will be executed first each round in battle. If your speed is greater than your enemy's, you will execute your move first, and visa-versa.

6.2.1.2.13 *EXP (Experience Points)*

A number that indicates the amount of experience you have gained along your journey. It increases as you defeat monsters in the dungeon. Once you obtain a certain amount of experience, your level will increase.

6.2.2 **Inventory**

The Inventory menu tab allows you to view and use the items you currently possess. You can carry up to ten different items. Duplicates of the same item will stack on top of each other and take up only one space in the inventory.



- 1 – Inventory list
- 2 – Equipment list
- 3 – Item description
- 4 – Gold count
- 5 – Drop/Remove and Use/Equip buttons

6.2.2.1 *Using/Equipping Items*

To use or equip an item, click the name of the item in the inventory list and then click USE/EQUIP.

6.2.2.2 *Removing Equipment*

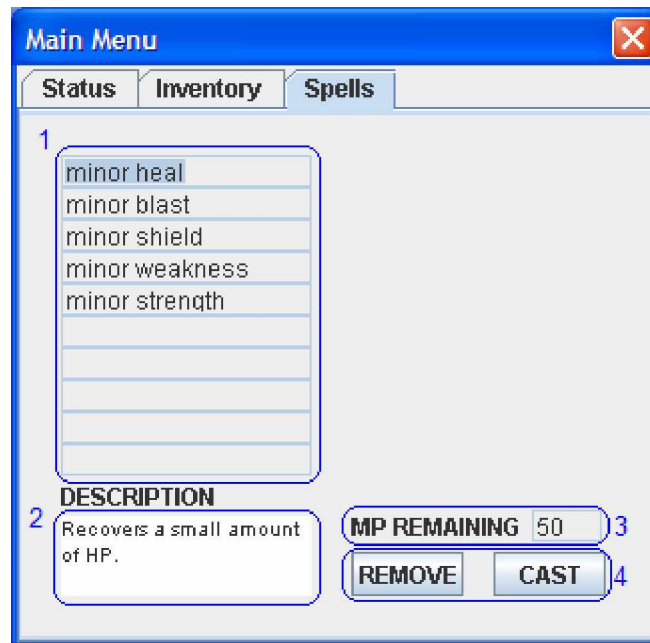
To remove equipment, click the item's name in the equipment list and then click REMOVE.

6.2.2.3 *Dropping Items*

To permanently remove an item from the inventory, click the item's name in the inventory list and then click DROP. **WARNING:** Once an item has been dropped, it is gone forever and you will have no way of recovering it.

6.2.3 Spells

The Spells menu tab allows you to view your spell list and cast healing spells. You can know up ten spells at one time.



- 1 – Spell list
- 2 – Spell description
- 3 – MP remaining
- 4 – Remove and Cast buttons

6.2.3.1 Learning Spells

Spells are learned from magic scrolls you buy at the item shop or find in treasure chests. To learn a spell, click on the Inventory menu tab and use the magic scroll like you would any other item. If you click on the Spells menu tab, you will see that the spell has been added to your spell list.

6.2.3.2 Casting Spells

To cast a spell from the main menu, click on the spell's name in the spell list and then click CAST. Only healing spells can be cast from the main menu.

6.2.3.3 Removing Spells from List

Once you have learned the maximum ten spells, you must remove a spell from your spell list in order to learn a new spell. To remove a spell from the spell list, click the spell's name in the spell list and then click REMOVE. WARNING: Once you have removed a spell, you can only get it back by obtaining a new magic scroll for that spell and using it.

7. Battles

There's no way around it: you're going to have to fight monsters as you make your way through the dungeon. In Dungeon Quest, the battles are one-on-one and turn-based, with the hero and the monster each taking a turns.

7.1 The Battle Window

Whenever you venture into the dungeon, you will encounter monsters. The battle screen is different from the one used for traveling and has its own set of commands.



- 1 – Monster's image
- 2 – Command buttons
- 3 – Hero's status
- 4 – Battle log

7.2 Battle Commands

At the beginning of each round, you must choose from one of four commands. To choose a command, click on the corresponding button.

7.2.1 ATTACK

Allows you to attack either bare-handed or with the weapon you currently have equipped.

7.2.2 SPELLS

Choosing this command will open a pop-up menu with a list of the hero's spells. You can roll over the name of a spell to get a short description of what it does. If you do not have enough MP to cast a spell, its name will be grayed out and the spell disabled. To cast a spell, either scroll down the list with the arrow keys and press the enter key when the name of the spell you want to cast is highlighted, or click on the name of the spell in the list.

7.2.3 ITEMS

Choosing this command will open a pop-up menu with a list of the hero's usable items. Only medicinal herbs and magic potions can be used in battle. You can roll over the name of an item to get a short description of what it does. To use an item, either scroll down the list with the arrow keys and press the enter key when the name of the item you want to use is highlighted, or click on the name of the item in the list.

7.2.4 FLEE

Allows you to turn tail and retreat from a battle. Be careful! You'll find that you're not always able to run away. If you fail to escape, the enemy will be able to attack you freely.

8. Items

The world is full of items that will help you during your travels. Seek them out in order to make your quest a little easier.

8.1 Weapons

Unless you're like to flail away haplessly with your fists, you'll probably want new and more powerful weapons with which to take on the enemy. Not only do they raise your attack, but some may increase your accuracy as well. There are three varieties of weapons:

8.1.1 Sword

Swords do the most damage, but aren't the most accurate. The upside is that there is a good chance you can slay your enemy with only a couple of hits, however successful hits may be few and far between. Good for players who like to take risks with a chance of a big payout.

8.1.2 Knife/Dagger/Katana

These weapons don't do as much damage as a sword, but are much more accurate. It will take a few more hits to slay your enemy, but you land a successful hit much more consistently. Good for more conservative players.

8.1.3 Staff

Staves offer relatively low damage, but provide the hero with a wisdom boost. It is not recommended that you try to use staves to subdue your opponent, unless have run out of MP and have no other choice. Staves are the ideal weapon of choice for spell casting types.

8.2 Shields

Shields provide added defense, however they limit the hero's mobility, decreasing speed and evasion. Choosing to equip a shield is a real risk/reward scenario. With a shield, you will take less damage when you are hit, but you will be hit more often and probably have to take your turn after your opponent. If you don't mind taking your damage in big chunks, you can choose to forego the shield.

8.3 Head and Body Gear

Defensive gear designed to protect you against melee attacks. Some pieces not only raise your physical defense, but your magic defense or evasion as well. Both head and body gear come in three varieties:

8.3.1 Helmet

Helmets provide the best physical protection for your head, but also limit your mobility, decreasing speed and evasion. Good for more conservative players who may like to take damage in small amounts, but don't mind getting hit early and often.

8.3.2 Cap/Mask

These light weight head pieces offer less physical protection than helmets, but allow for better maneuverability, increasing evasion. You won't get hit as often, but you will take damage in bigger amounts.

8.3.3 Hood/Hat

These head pieces offer the least amount of physical protection, but provide a boost to your magic defense. Ideal for fighting against spell casting monsters.

8.3.4 Suit of Armor

Suits of armor provide the best physical protection for your body, but also limit your mobility, decreasing speed and evasion. Good for more conservative players who may like to take damage in small amounts, but don't mind getting hit early and often.

8.3.5 Tunic/Vest/Gi

These light weight clothes offer less physical protection than suits of armor, but allow for better maneuverability, increasing evasion. You won't get hit as often, but you will take damage in bigger amounts.

8.3.6 Robes

Robes offer the least amount of physical protection, but provide a boost to your magic defense. Ideal for fighting against spell casting monsters.

8.4 Accessories

Includes rings, gauntlets, and footwear. Accessories provide boosts to a variety of attributes.

8.4.1 Gauntlets/Bracers

These items increase your maximum HP. Good for warrior types that prefer to take monsters head on and need the extra durability.

8.4.2 Shoes/Boots/Soles

These items increase your speed. Good for stealthy types that want to get a jump on there opponent.

8.4.3 Rings

Rings increase your maximum MP. Ideal for spell casting types that depend heavily upon MP to survive.

8.5 Usable items

These items will prove to be indispensable tools for your quest. They have a variety of effects. Some can recover HP or MP, others are used to learn magic spells or transport you instantly from the dungeon to the town and back. These items can only be used once and then disappear from your inventory.

8.5.1 Recovery Items

These include medicinal herbs that restore HP and magic potions that restore MP. They come in three strengths: regular, strong, and special, each more powerful than the one before.

8.5.2 Magic Scrolls

Magic scrolls are used to learn spells. They are named for the spell they teach and can only be used from the main menu.

8.5.3 Warp Scrolls

When used, warp scrolls instantly transport the hero from the dungeon to the town or from the town to the last floor of the dungeon where a warp scroll was used. Great for when you find yourself deep in the dungeon and needing to restock on recovery items or needing to sell off unneeded items, or when you just need to take a break from the game and want to save your progress.

9. Spells

There's a whole range of amazing magic spells to learn, all of which can be really helpful to you on your adventure. Spells are a way of using some of your magic power (MP) to attack, heal, boost your stats, or lower your opponent's stats. You learn new spells by reading magic scrolls you buy at the item shop or find in treasure chest. But remember, you can only perform a particular spell if you have enough MP for it. All spell types come in three strengths: minor, mid, and major. There is even rumored to be a legendary set of spells, but the item shop does not sell them. Guess you'll just have to journey deep into the dungeon and find out for yourself...

9.1 Attack Spells

Use these spells to inflict damage on your enemies, or wipe them out completely! All offensive spells contain the word "blast".

9.2 Healing Spells

Use these spells to restore your HP. All healing spells contain the word "heal".

9.3 Support Spells

Use these spells to hinder your enemies, or temporarily strengthen your attributes. There are six types of attribute boosting spells and seven types of attribute lowering stats. There are no spells for increasing or decreasing max HP, max MP, or MP, and no spells for increasing wisdom.

10. Tips for Adventuring

10.1 Save often

Adventuring in the dungeon can be very unpredictable. You never know when you are going to run into a monster who is too powerful for you to defeat and won't let you escape, so it is a good idea to save every time to head out to the dungeon.

10.2 Always have a spare warp scroll

If you plan to journey deep into the dungeon, be sure to take a warp scroll with you for emergencies. Otherwise, you'll find yourself deep in the dungeon, desperate to get back to town, and the only way to get out will be to trek all the way back through the winding tunnels of the dungeon. And

remember, it takes one warp scroll to get back to town and another to return to the dungeon floor you were previously on.

10.3 Are you ready for what's next?

Be careful when traveling deeper into the dungeon, you may not be ready for what awaits. The monsters become more powerful the deeper you in the dungeon, so you may need to spend some time fighting monsters on the floor you are on before moving on to the next one. Keep in mind that there are fifty floors to the dungeon and the hero's level maxes out at 50. A good rule of thumb is to make sure you are at least the same level as the dungeon floor you are on.

10.4 Three paths of development

Although you can develop your attributes however you like and there are no official character classes, there are three character templates you could follow: warrior, mage, or stealth. They each have their pros and cons which become more prevalent the farther you travel down that path, so it may not be a good idea to stick purely to one template. A good hero should be a mix of two, or maybe all three templates. The choice is up to you.

10.4.1 Warrior

Warriors excel at both giving and receiving melee damage and should focus on increasing max HP, attack, and defense. Recommended equipment for a warrior includes swords, shields, helmets, suits of armor, and bracers/gauntlets.

10.4.2 Mage

Mages excel at casting and resisting spells and should focus on increasing max MP, wisdom, and magic defense. Recommended equipment for a mage includes staves, hoods/hats, robes, and rings.

10.4.3 Stealth

Stealth fighters excel at being quick, accurate, and agile, so they should focus on increasing accuracy, evasion, and speed. Recommended equipment for a stealth fighter includes knives/daggers, caps/masks, tunics/vests, and shoes/boots.

10.5 Have Fun!

Last but not least, have fun on your adventure. Besides, isn't that the point of playing any game? Good luck and happy questing!