DUNGEON SOULS

MANUAL

Version 1.1
(August 23, 2020)

GAME DESCRIPTION

Dungeon Souls is a story of fallen heroes who were obliterated by the overworld's never ending battles. Despite heroism, their valiant mission was cut short due to death and their soul orbs were nowhere to be found. As death is another dimension to get into the depths of the unknown, it is also the only recourse for the heroes to revive themselves and continue their lost battles. And only to realize that the gateway to the overworld connects to the underworld. The heroes' entrapped souls should be redeemed and revived.

Players will have to select their chosen hero and explore the world of the dungeon. The game is a fantasy-based theme that each level is procedurally generated, and so each playthrough has a unique environment and challenges. The player's goal is to search and activate all the marks placed in each level to unlock the dungeon filled with secrets, mysteries, mythical creatures, and

heroes who hopefully can escape. Players will encounter different obstacles in the labyrinthine dungeons. To survive, players can collect various items and upgrades to counter the dungeon's dark forces.

Some elements in Dungeon Souls were inspired by Nuclear Throne, Risk of Rain, Overture, BitVenture and Shoot First.

SUPPORTED LANGUAGE

English

GENRE

Action, Adventure, Early Access, Indie, RPG, Dungeon Crawler, Hack and Slash, Roguelike

GAME OBJECTIVE

Every dungeon has marks or glyphs on the floor and these needs to be activated by stepping on the marks or glyphs so that the player can finish the challenges on every level. After activating all the marks or glyphs, a portal will automatically appear which will allow the player to cross the portal and proceed to the next level.

CHARACTER SELECTION

Each players needs to select a hero of their choice. There are EIGHT (8) playable characters to choose from such as the **ARCHER, BARBARIAN, CLERIC, NECROMANCER, NIGHTBLADE, THIEF, WARRIOR, and WIZARD**. However, there are only three (3) characters that are unlocked: **ARCHER, BARBARIAN, and THIEF** and as a challenge, the rest of the characters need to be unlocked such as the CLERIC, NECROMANCER, WARRIOR, and WIZARD through

points acquired. These symbols "**???**" denote that the characters need to be unlocked. The purpose of unlockable characters is for the player to achieve certain points.

SYSTEM REQUIREMENTS

Minimum:

OS: Windows XP/7/, MAC OSX, Linux

Processor: 2.9 GHz

Memory: 2 GB RAM

DirectX: Version 9.0

Hard Drive: 40 MB available space

Recommended:

Processor: 2.9 GHz

Memory: 2 GB

Graphics: 1 GB

DirectX: Version 9.0

Hard Drive: 40 MB available space

Note: In MAC OSX, the minimum OS requirement is Mountain Lion 10.6 while recommended is latest version. Also, the game works for the following Linux distributions: Ubuntu, Mint, Elem OS, Fedora. Please e-mail if there's any issues with running the game on your system at **support@laminastudios.com**

GAME CONTROLS

(Keyboard + Mouse)

Keys	Description
(Default)	
W,A,S,D	To move
Spacebar	To pick up items
Mouse	To aim
LMB	Primary Attack
RMB	Secondary Attack (Special Ability)
Mouse Wheel or Q, E	Choose from two Special Abilities
1, 2, 3	To use potions
F	To use active items
Tab	To open stats menu
C	To open and close inventory
M	To open and close map

Generic Controller – Key Binds

Action	Key
Move Left	Left Stick – Left
Move Right	Left Stick – Right
Move Up	Left Stick – Up
Move Down	Left Stick – Down
Camera Movement	Right Stick
Attack	Button 1
Confirm	Button 1
Pickup Item/Enter Portal	Button 2
Activate Selected Skill	Button 4
Back/Cancel	Button 3
Pause	Button 10
Inventory	Button 9
Map	Button 6
Character Stats	Button 5
Potion Slot 1	D-Pad Left
Potion Slot 2	D-Pad Down
Potion Slot 3	D-Pad Right
Special Item Slot	D-Pad Up
Cycle Active Skill Left	Button 7
Cycle Active Skill Right	Button 8

Change Difficulty Left	Button 5
Change Difficulty Right	Button 6
Open/Close Passives' Menu	Button 8

Gamepad Controller (XBOX360) – Key Binds

Action	Key
Move Left	D-Pad Left
Move Right	D-Pad Right
Move Up	D-Pad Up
Move Down	D-Pad Down
Camera Movement	Right Stick
Attack	X
Confirm	X
Pickup Item/Enter Portal	A
Activate Selected Skill	Y
Back/Cancel	B
Pause	START
Inventory	BACK
Map	Right Bumper
Character Stats	Left Bumper
Potion Slot 1	Left Stick – Left

Potion Slot 2	**Left Stick – Down**
Potion Slot 3	**Left Stick – Right**
Special Item Slot	**Left Stick – Up**
Cycle Active Skill Left	**Left Trigger**
Cycle Active Skill Right	**Right Trigger**
Change Difficulty Left	**Left Bumper**
Change Difficulty Right	**Right Bumper**
Open/Close Passives' Menu	**Right Trigger**

Alienware – Actions

Action	Position	Color
Use Potion with Rage/Critical	**Alienware Text**	**Red/Yellow, depending on the potion**
Use Invisibility or Berserker Rage	**Alienware Text**	**Red/Gray, depending on the potion**
HealthBar percentage	**Keyboard**	**Green to red. Flashes when health lower than 25%**
Character Select	**ALL**	**Changes according to the selected character's color**
Main Menu	**ALL**	**Blue**

POTION

Health Potion:

Heals a small amount of hp
Green
Most frequent of all potions it can be found almost everywhere

Potion of retrieve:

Heals a small amount of hp
Green
Most frequent of all potions it can be found almost everywhere

Potion of Penetration:

Heals a small amount of hp
Green
Most frequent of all potions it can be found almost everywhere

Potion of Penetration:

Heals a small amount of hp
Green
Most frequent of all potions it can be found almost everywhere

Potion of Risk:

Heals a small amount of hp
Green
Most frequent of all potions it can be found almost everywhere

CURRENT FEATURES

- Has EIGHT (8) unique characters with powerful abilities
- Has FOUR (4) different environments with randomly generated levels and bosses
- The game has deep character progression and itemization
- Collect over more than FIFTY (50) unique passive items
- Battle hordes of dynamic enemies and challenging bosses
- Secret levels with challenging obstacles
- Improved dungeon traps and dungeon designs
- More than 15 tracks of level music and boss fights
- Unlockable characters tied with the collectible coins

Their skills are displayed on the left side of the screen and you can read their description by hovering on the icon.

Their stats are displayed on the right side of the screen.

You select heroes by clicking on the arrows and you can start the game by clicking on revive.

RANKING SYSTEM

NEOPHYTE
None

ESQUIRE
10,000 RP
+2% MAX HP
+2% ATK DAMAGE
+1% DEFENSE
+2% MAG DAMAGE
+1% MAGIC RESISTANCE

NOBLE
20,000 RP
+2% MAX HP
+4% ATK DAMAGE
+1% DEFENSE
+4% MAG DAMAGE
+1% MAGIC RESISTANCE

MASTER
50,000 RP
+5% MAX HP
+2% ATK DAMAGE
+2% DEFENSE
+2% MAG DAMAGE
+2% MAGIC RESISTANCE

CHIEF
100,000 RP
+8% MAX HP
+2% ATK DAMAGE
+4% DEFENSE
+2% MAG DAMAGE
+4% MAGIC RESISTANCE

TRANSCENDER
250,000 RP
+10% MAX HP
+5% ATK DAMAGE
+5% DEFENSE
+5% MAG DAMAGE
+5% MAGIC RESISTANCE

*percentage values might still change

RP = Rank Points

The ranking system is designed to

There are SIX (6) rank titles in the game. This basically tells how far or how much progress have you already made in the game.

You start in an unknown rank. But as you play the game you earn **rank points** in pretty much everything you make in the game. Kill enemies, kill bosses, collect coins or collect items you gain points.

Upon gaining required amount of points, your rank title will be promoted to **NEOPHYTE → ESQUIRE →NOBLE → MASTER →CHIEF → TRANSCENDER**.

The higher the rank, the stronger your character will be.

Rank	Earned Points
Neophyte	0
Esquire	10,000
Noble	20,000
Master	50,000
Chief	100,000
Transcender	250,000

PASSIVES

There is a progression in the game by upgrading your passive skills and then save it before exiting the game.

In order to this, you can open the **Passives Menu** by clicking the button **PASSIVES** in the **Character Selection Menu**.

You can choose from the following passive skills: **STAMINA, ATTACK DAMAGE, REGENERATION, FOCUS, ARMOR, AGILITY, MAGIC DAMAGE, PURITY,** and **GREED** which you can gain by in exchanging a decent amount of gold you collected from the dungeon.

DIFFICULTY LEVELS

The four (4) difficulties to choose from, the **EASY**, **NORMAL**, **NIGHTMARE** and **IMPOSSIBLE**.

But in the beginning, the last two categories are locked. You should be able to finish the game in **Normal** diff first before you unlock **Nightmare**. And finish **Nightmare** to unlock **Impossible**.

CHALLENGES

Higher difficulty = More deaths
More deaths = MORE FUN!

HOW TO LEVEL UP

Each time you kill an enemy, you gain experience points which can allow your hero to level up.

1 level up = 1 stat point
3 level up = 1 skill point

Stat points can be used to upgrade basic stats like **DAM** (Attack Damage), **DEF** (Defense), **MAG** (Magic Damage), **RES** (Magic Resistance), **SPD** (Movement Speed) and **ACC** (Accuracy).

Skill points can be used to upgrade and unlock characters' abilities.

STATUS

"STATS" can be seen in the Status Menu by pressing **TAB**.

ABBREVIATION	Description
HR	Health Regeneration
LS	Life Steal
PS	Poison Chance
SC	Shock Chance
BR	Burn Chance
SL	Slow Chance
ST	Stun Chance
CR	Critical Chance
HP	Hit Points
EXP	Experience Points
DAM	Attack Damage
DEF	Defense
MAG	Magic Damage
RES	Magic Resistance
SPD	Movement Speed
ACC	Accuracy

CREDITS

Publisher

Black Shell Media

Producer

April Gianan

Developers

Lamina Studios & Mike Studios

Developers

Diogo Braga

Illustrator and Graphic Artist

Louise Palomar and Paul Benedict Galvez

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Unfamiliar Identity

Joe O'Quinn

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BLACK SHELL MEDIA

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