



**Dungeonme II**  
MEN OF DUNGEONS

**INSTRUCTION MANUAL**

# CONTENTS

This game was created with the Official  
Hamster Republic Role-Playing Game  
Construction Engine, developed by  
James Paige, and is intended for use  
exclusively with the



Only attempt to run this game using the  
included executable, DUNGEON.EXE!  
Other versions of the OHRRPGCE may  
produce unstable results!

Develop your own games by exploring  
the OHRRPGCE for yourself!

[http://hamsterrepublic.com/ohrrpgce/Main\\_Page.html](http://hamsterrepublic.com/ohrrpgce/Main_Page.html)

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Do not use alcohol or other solvents to clean  
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Do not bend, crush, or submerge it in liquid.

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# THE STORY



a sinister rite. Their aim is to return the old god, long ago sealed away by protective magics, to this world.

Speaking the unknowable words of some hideous tongue, they prepare the ritual sacrifice.

As a young girl's blood is spilled

across the altar, the magic is complete. A stench of sulphur fills the air!



most wicked minions are stirring, preparing to welcome him back to the world of the living...

# CONTROLS

In order to defeat the dark power of Zagon and his minions, you'll need to learn how to control your party throughout Goldorak Castle and the surrounding lands. The controls are very simple, but they differ somewhat, depending on whether you're on a map screen (in town or in a dungeon), or in combat.

## Map Screen Controls:

Arrow Keys	Move character around
Space Bar	Interact with people/items; advance text
Alt Key	Open main menu; close menus
L Key	Look at your surroundings (dungeon only)

## Combat Screen Controls:

Arrow Keys	Navigate menu options
Space Bar	Confirm menu option
Alt Key	Back out of present menu; skip turn
ESC Key	Hold down to escape from battle

Note that while you can play DUNGEONMEN: Men of Dungeons with just your keyboard, you might find that your experience is enhanced by the use of a gaming control pad. The developers of this game recommend the use of the program "Joy2Key", which you can use to map the above keyboard controls to any gamepad you like. You can download Joy2Key for free from: <http://www.electracode.com/4/joy2key/JoyToKey%20English%20Version.htm>.

# STARTING OUT



When you first load DUNGEONMEN: Men of Dungeons, you'll see the title screen. Here, you're presented with three options: NEW GAME, which starts a new game; CONTINUE, which allows you to load a previously saved game; and EXIT GAME, which simply closes the program.

## CHOOSING A PARTY



your adventuring party. Note that there are twelve unique character classes to choose from. You can choose any of the twelve you like, and you can even choose to have more than one party member use the same character class. Detailed information about each of the character classes is available later in this manual.

# CREATE A PARTY

## NAMING YOUR PARTY



After you choose the four members of your party, you'll then be asked to name each of those members. The character being named will appear in the lower-left corner of the screen and their default name will be displayed across the bottom. Use the RUB option to erase letters, and choose END when you're happy with the name you've selected.

## THE PARTY'S APPEARANCE



When you've named all four characters, you'll be able to choose an appearance for each as well. Each class has four color options to choose from. This can help you distinguish between party members who may be using the same character class.



# CLASSES

Characters in DUNGEONMEN: Men of Dungeons can choose to be any one of twelve distinct character classes. Below are brief descriptions of each of the twelve classes that can aid in your selection.

Class	Description
Knight	A tough fighter with high attack power and physical defense.
Ninja	A fast fighter with great accuracy and dexterity; can use magic.
Pirate	A rough and tumble brawler with many unique abilities.
Bard	An all-around useful character with decent attack and defense, who uses all sorts of magic.
Wizard	A character devoted to the pure destructive powers of the arcane arts; high damage potential with magic spells, but low physical defense.
Cleric	A character devoted to the divine magic arts; can heal the party as well as obliterate undead and demonic enemies with holy magic.



KNIGHT



NINJA



PIRATE



BARD



WIZARD



CLERIC

# CLASSES

Class	Description
Sage	A mystic man with the power to wield strange and unpredictable magic forces.
Samurai	A skillful fighter with a vast array of techniques for defeating the enemy in any circumstances.
Crusader	A stalwart fighter with strong defense, who can utilize holy magic and a variety of divine feats.
Hunter	A well-trained fighting man with superb accuracy, who knows the weak points of all enemies.
Illusionist	A wild magician with the capacity to bolster his allies and befuddle the enemy alike.
Warlock	A dark magician with the power to smite



SAGE



SAMURAI



CRUSADER



HUNTER



ILLUSIONIST



WARLOCK

Information on the combat and dungeoneering abilities offered by each of these classes is available later in this manual.

# ITEMS



As you walk around the town of Goldorak, you'll find several shops. The general store sells a variety of goods:

Bedroll	Allows camping in dungeons; may encounter foes or contract diseases.
Torch	Light up dungeons for a time.
10 Foot Pole	Disarm one trap; can fail.
Warp Wing	Warp back to town; can fail.
Magnifying Lens	Appraise one item; can fail.
Herb	Heal a bit of HP.
Potion	Heal a lot of HP.
Antidote	Remove poison.
Shock Salts	Remove stun status.
Horn of Sounding	Remove mute status.
Tincture	Recover a bit of MP.
<u>Divinorum</u>	Recover a lot of MP.
Panacea	Cure one disease; can fail.
Shuriken	Throw to damage enemy.
Poison Dart	Throw to poison enemy.
Fire Oil	Fire attack on enemies.
Blizzard	Ice attack on enemies.
Maelstrom	Wind attack on enemies.
Quake	Earth attack on enemies.
Torrent	Water attack on enemies.
Spark	Lightning attack on enemies.

You can also find a pub run by the waitress Yukino and her chef husband Hanzaki. As you find ingredients in the dungeons and bring them to Yukino, the menu will expand. Here is what they sell to begin with:

Bread	Heals 10% of HP.
Candy Drop	Heals 10% of MP.
Oolong Tea	Raises INT for one battle.
Ginger Root	Raises ATK for one battle.

# WEAPONS

Of course, you won't get very far without weapons either. You can purchase a wide variety of weapons in Goldorak, and any character class can use any weapon they like. The weapons differ in regards to how much damage they do, how accurate they are, how often they score a critical hit, and so on. You'll have to think carefully about which weapons are right for you:

A spear of black iron, balanced on both ends by gold. It is a fierce weapon that is just as adept at providing defense. 7:55 1:15 1:15 1:15 Cr16:8x/10% 2-Hnd 1% H	The legendary katana is an exceedingly well-balanced blade with strong slashing power and a sharp point. 7:50 1:15 1:15 1:15 Cr16:2x/10% 2-Hnd 1% S/H
The shuriken is a fine of sharpened metal that is thrown at the opponent. Its wicked edge is quite deadly. 7:88 1:14 1:14 1:14 Cr16:5x/5% 1-Hnd 1% H	The kama is an exotic weapon with a curved blade that excels at slashing through even the most durable enemy. 7:86 1:15 1:15 1:15 Cr16:2x/15% 1-Hnd 1% S/H
The claymore is a dependable heavy weapon, heavy enough to crush foes, and sharp enough to howl the brain. 7:110 1:10 1:10 1:10 Cr16:2x/10% 2-Hnd 1% S/H	The kukri's light blade and unique shape makes it a good utilitarian choice for almost any situation. Can hit twice. 7:76 1:10 1:10 1:10 Cr16:2x/10% 1-Hnd 2% S/H
The estoc is a fiercely sharp blade, adept at piercing through the sturdiest armors. 7:102 1:10 1:10 1:10 Cr16:8x/5% 2-Hnd 1% H	The lucerne is a warhammer with a heavy steel head for crushing and a razor sharp spike for puncturing armor. 7:105 1:15 1:15 1:15 Cr16:4x/10% 2-Hnd 1% S/H
The falchion is a heavy weapon with a curved blade. Its concave edge can make quick work of one's opponents. 7:94 1:16 1:16 1:16 Cr16:8x/5% 1-Hnd 1% S/H	The mace is a classic choice for the warrior who values smashing the enemy above all else. 7:74 1:15 1:15 1:15 Cr16:8x/10% 1-Hnd 1% H
The flail is a weapon ideally suited for crushing anyone who stands in your way. It is a crude but effective choice. 7:92 1:10 1:10 1:10 Cr16:8x/10% 1-Hnd 1% H	The maul is an exceedingly heavy warhammer with a massive steel head. Certain to devastate one's foes. 7:128 1:12 1:12 1:12 Cr16:4x/15% 2-Hnd 1% H
The flamberge, or "flame-bladed sword", is a heavy weapon good for both attacking and defending. 7:112 1:10 1:10 1:10 Cr16:2x/10% 2-Hnd 1% S/H	The pike is a simple spear that is as deadly as a plumed helmet, and is capable of dealing heavy damage to handied well. 7:104 1:16 1:16 1:16 Cr16:8x/15% 2-Hnd 1% H
The gladius is a well-balanced sword, its edge appropriate for cutting or stabbing through many types of armor. 7:104 1:10 1:10 1:10 Cr16:2x/10% 1-Hnd 1% S/H	The rapier is a light piercing sword that is excellent for the fighter who prefers agility to heavy armor. 7:110 1:10 1:10 1:10 Cr16:8x/10% 1-Hnd 1% H
The glaive is a heavy polearm with a curved blade, excellent for crushing and slashing through armor. 7:100 1:17 1:17 1:17 Cr16:2x/10% 2-Hnd 1% S/H	The stiletto is a lightweight dagger that can be wielded twice as fast as other weapons, for multiple hits. 7:114 1:10 1:10 1:10 Cr16:8x/10% 1-Hnd 2% H
The guisarme is a unique weapon with a hooked blade useful for punching through and tearing heavy armor. 7:96 1:10 1:10 1:10 Cr16:2x/10% 2-Hnd 1% S/H	The tomahawk is a thrown weapon with a blade that is both heavy and sharp for dealing grievous wounds to one's foes. 7:92 1:12 1:12 1:12 Cr16:8x/10% 1-Hnd 1% S/H
The halberd is a hybrid weapon, a polearm with a piercing point and a heavy axe blade. 7:116 1:16 1:16 1:16 Cr16:2x/10% 2-Hnd 1% S/H	The war axe is a simple yet deadly choice for the warrior who wants to smash the enemy with bludgeoning blows. 7:124 1:14 1:14 1:14 Cr16:8x/10% 1-Hnd 1% S/H
The javelin is a thrown weapon, and its deadly accuracy makes it an excellent choice. 7:70 1:12 1:12 1:12 Cr16:8x/15% 1-Hnd 1% H	The zweihander is the heaviest of all swords. Its mighty blade capable of cutting foes asunder with ease. 7:120 1:16 1:16 1:16 Cr16:8x/5% 2-Hnd 1% S/H

# ARMOR

Armor is also of considerable importance when facing the hordes of Zagon. When buying armor in Gold-orak, keep in mind that anyone can choose to wear any type of armor they wish. However, heavier armor tends to reduce a character's M. Ability stat; this means that while they'll have superior defense, they'll have to use more MP to cast spells. For characters who use a lot of magic, lighter armor may be better. Think carefully, and choose the best armor for your lineup:

 A simple cloth cap made of flannel wool with a leather headband. It offers light protection. W:50 D:0 U:0 R:15 Resist M:15 M:15 H:25	 The dragonhide is a heavy wool tunic with pieces of light steel sewn into the lining. It is flexible and strong. W:90 D:4 U:20 Resist M:55 M:105 H:55
 The hachigane is a headband with riveted steel plate that provides protection while retaining mobility. W:10 D:0 U:0 R:15 Resist M:45 M:15 H:25	 The scale armor is a coat of metal plates woven together in protective facets like the scales of a dragon. W:100 D:5 U:30 Resist M:55 M:15 H:105
 The ushanka is a thick hat of fur and leather, that keeps the wearer warm and offers adequate protection. W:15 D:0 U:0 R:10 Resist M:25 M:15 H:45	 The chainmail hauberk is a heavy yet flexible suit of ring mail with effective protection and suitable mobility. W:90 D:5 U:15 Resist M:65 M:15 H:105
 The kettle hat is made of metal steel and features carved brim that deflects incoming blows. W:20 D:0 U:0 R:10 Resist M:30 M:15 H:55	 The dow is a heavy breastplate of ornate texture that provides excellent protection against most attacks. W:85 D:10 U:0 Resist M:65 M:105 H:75
 The chainmail coif is a hood of ring mail that provides substantial protection for the wearer. W:25 D:0 U:0 R:10 Resist M:15 M:15 H:55	 The familiar is a long coat of reinforced steel plates atop a leather tunic. It provides supple defense. W:40 D:0 U:0 R:10 Resist M:65 M:105 H:125
 The baroque is an ornate helm of thin steel, with an ornate crest that offers protection and visibility. W:10 D:0 U:0 R:10 Resist M:15 M:15 H:55	 The ultimate in defense, this suit of full plate provides protection against most attacks at the cost of some mobility. W:100 D:10 U:0 Resist M:125 M:125 H:1105
 The kabuto is a heavy helm of steel with a gorget of woven plates and a protective face mask. W:35 D:0 U:0 R:10 Resist M:55 M:16 H:55	 The obi-ta is a weak yet light shield that doesn't get in the way and may deflect some blows. W:10 D:0 U:0 R:10 Resist M:55 M:105 H:105
 The barbute is a massively heavy steel helm that provides powerful protection for the wearer's entire head. W:40 D:0 U:0 R:10 Resist M:65 M:15 H:65	 The buckler is a small shield that straps to one's forearm. It can deflect blows without compromising dexterity. W:10 D:0 U:0 R:10 Resist M:30 M:105 H:105
 The armet is a fully enclosed steel helmet that offers the best possible protection at the sacrifice of flexibility. W:50 D:0 U:0 R:10 Resist M:65 M:15 H:65	 The targe is a medium weight round shield of leather and riveted metal. It is simple but highly effective. W:35 D:0 U:0 R:10 Resist M:55 M:105 H:25
 This moor cloak provides warmth and a bit of protection, allowing the wearer to retain full mobility. W:55 D:0 U:0 R:10 Resist M:25 M:15 H:25	 The amis is a shield of domed wood and metal that is excellent at deflecting blows of various types. W:15 D:0 U:0 R:10 Resist M:55 M:125 H:25
 The leather cuirass is a light yet sturdy piece of armor that strikes a fine balance between defense and dexterity. W:10 D:0 U:0 R:10 Resist M:55 M:15 H:105	 The kite shield is the classic knight's shield, heavy to carry but capable of withstanding many fierce blows. W:15 D:0 U:0 R:10 Resist M:75 M:105 H:105
 This breastplate of hardened leather is more suitable for absorbing blows, but it is easier cut than normal leather. W:15 D:0 U:0 R:10 Resist M:30 M:105 H:105	 The tower shield is a massive steel shield that provides the greatest protection, but can be awkward to carry. W:25 D:0 U:0 R:10 Resist M:75 M:105 H:125

# SMITH/ENCHANT

As you face more powerful foes, you'll naturally want to improve your weapons and armor. Luckily, there are people in Goldorak Castle who can do exactly this for you.

Visit the smith to improve armor. Each piece of armor can be improved five times. For instance, improving a Cap will get you a Cap+1, and so on, all the way up to a Cap+5. To improve armor, however, you will need to not only pay the smith a fee in gold, but also give him the required ore and ingots. These materials can be found in dungeons and gained from fighting monsters.

Visit the enchanter to improve your weapons, and imbue them with a special magical enchantment. Each type of enchantment requires a Crystal, and gives the weapon a unique effect, as listed below:

Divine	Increased accuracy, holy element attack.
Phase	Hit twice on critical, and raise wielder's speed.
Siphon	Cures wielder's HP for 15% of damage done.
Magical	Does damage based on INT rather than ATK.
Thorn	Sometimes create bleeding wounds (damages enemy over time).
Vile	Sometimes kills the enemy outright.
Chaos	High variation in damage, and causes a wild magical effect on a critical hit.
Wave	After regular attack, all enemies <u>are</u> hit with splash damage.

Please take note: in order to improve any weapon or armor, you'll first have to unequip it from your character.

# AROUND TOWN

Besides the various merchants, there are a number of other helpful figures around Goldorak whom you should be certain to visit.

## THE GUILDMASTER

The guildmaster is the person to see when you want to add other adventurers to your party, change which adventurers you're currently using, or even dismiss people from your party. With his services, you can experiment with a wide array of classes and figure out which ones work best for you.

Recruit Hero	Choose a new hero of any class to join your reserve.
Form Party	Move heroes from your reserve into your active party, and vice-versa.
Dismiss Hero	Permanently delete a character from your active party.

## THE PRIEST

The priest is the representative of the new religion in Goldorak. You can find him in the castle, where he delivers sermons to his faithful congregation. He can also perform a number of useful services for your party, such as reviving dead heroes, or removing diseases. However, he is careful to ensure that he's not taken advantage of, so you'll have to be certain you can pay whatever fees he asks for...

# AROUND TOWN

Raise Dead	Return a dead character to life.
Cure Disease	Removes a disease from a character.
Lift Curse	Remove a cursed item from a character who has been cursed.

## THE APPRAISER

As you explore the dungeons around Goldorak, you'll eventually find chests that contain an item listed as "????????". What this means is that the party cannot recognize what the item in question is. Typically, it is some type of special accessory or a piece of equipment, but before they can make use of it, they'll have to have it appraised.

The appraiser can be found in the castle at Goldorak, and will appraise any unidentified items you find for 1000 gold pieces each. His services don't come cheap, but the results are often well worth it.





# ADVENTURING



Once you're well-equipped in Goldorak, you can leave town to the south, and you'll find yourself on the world map.

From here, you can access any one of the four realms where a minion of Zagon can be found. You can tackle the four realms, each of which contains four dungeons, in any order. However, some areas have stronger enemies than others, so you'll need to be careful, and choose an area that presents a challenge you can contend with.

## LOOK

One of the most important assets at your disposal when venturing through the dungeons is the ability to look around to inspect your surroundings. At any point while you're in a dungeon, you can either use the "L" key, or select "LOOK" from the main menu to have a look at your environs. Often, these descriptions contain vital clues on how to complete the dungeon, the location of hidden passages, and so on.



# DUNGEONS

## DUNGEON SKILLS

Each character class has the ability to use special techniques that will come in handy while you're in the dungeons. To use these commands, select "D.SKILL" from the main menu, and a list of available commands will appear:

Class	Dungeon Skill
Knight	Can attempt to break down locked doors.
Ninja	Chance to detect and disarm traps.
Pirate	Can send parrot, Tradewing, to shop while in dungeon.
Bard	Can save game while in dungeon.
Wizard	Can warp party back to town; cannot fail.
Cleric	Can cure disease while in dungeon; cannot fail.
Sage	Can appraise items while in dungeon; cannot fail.
Samurai	Can forge equipment while in dungeon.
Crusader	Can create aura of light enables party to see entire dungeon.
Hunter	Can set up camp so that party can rest; no encounters or diseases.
Illusionist	Can create aura of fear that suspends random enemy encounters.
Warlock	Can raise dead characters back to life.

## THE MAIN MENU

The main menu allows access to these options:

Look	Look around at your environment.
Inventory	Access items that the party finds or buys.
Spellbook	Look at and use available skills and spells.
Equipment	Equip or remove weapons and armor.
D.Skill	Use available dungeon skills.
Status	Check the status of party members.
Quit Playing	Exit the program.
Volume	Use the left and right keys to adjust volume.

# DUNGEONS

## TRAPS

Besides monsters, traps are one of the major threats you'll face in the dungeons. There are two key categories of traps: those you trigger by interacting with a chest or object, and those you trigger by stepping on a trapped section of floor.

When you first enter an area, the party will automatically attempt to detect traps. Those detected will become visibly apparent and can be avoided. Detecting a chest or object trap, however, requires having a Ninja in the party, or a 10 foot pole item in your inventory as you inspect the trapped chest or item. Once detected, you can then attempt to disarm the trap. The ability to detect and disarm traps successfully increases as you gain levels.

The effects of traps are:

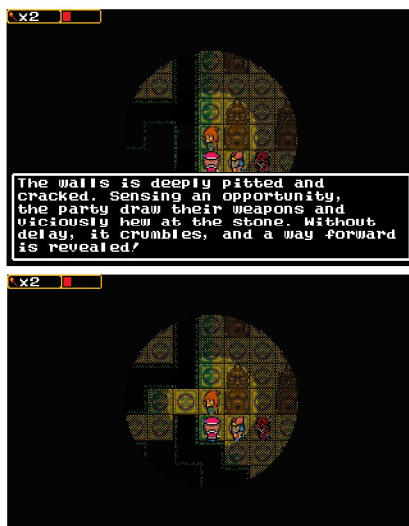
Trap	Effect	Type
Poison Gas	Characters take damage while standing in poison gas cloud.	Chest/Object
Explosion	Explosion reduces everyone's HP to 1.	Chest/Object Floor
Needle	Either kills or inflicts one character with a random disease.	Chest/Object
Disease	Depending on the disease, certain stats will be reduced over time. Will eventually cause death.	Chest/Object Floor
Pitfall	Fall through to the floor below.	Floor
Spiked Pit	Fall into spikes; one character takes heavy damage.	Floor

# DUNGEONS

Spear	Spear flies at party; one character takes heavy damage. Can dodge.	Floor
Cursed Items	Appears to be normal equipment, but when worn, transforms into cursed item. Cannot be removed.	Chest/Object

## LOCKED DOORS AND SECRET PASSAGES

As you explore dungeons, you'll encounter doors that are locked. Each type of locked door requires a matching key to open: Banded, Iron, Bronze, or Steel Keys. Some doors require a special unique key that you'll have to explore to find.

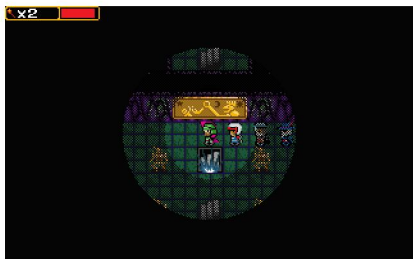


Be sure to use the "LOOK" command, as it can often reveal hidden passages in the walls of the dungeon, as depicted here.



# DUNGEONS

## TORCHES



Most of the dungeons you'll enter are underground, and as such, it is extremely difficult to see inside. Without a torch, you will only be able to see the space right around your character. With a torch in your inventory, your range of vision will expand considerably. The number in the upper left corner of the screen shows how many torches you have remaining, and the red meter indicates the life of your current torch. As each one burns out, you'll automatically light a new one, until you run out.

## CAMPING



At certain points in the dungeon, you may find this emblem on the ground. When you do, it means you can use a Bedroll to set up camp.

# STATS

Setting up camp in a dungeon allows you to rest and regain your HP and MP, but it also leaves you vulnerable to the dungeon's enemies. While sleeping in a dungeon, you might have a portion of your gold stolen, contract a deadly disease, or have to fight an enemy encounter. To rest while avoiding these possibilities, you'll either have to use the Hunter's dungeon skill, or return to town to stay at the inn.

## ESCAPING

If you need to quickly flee from the dungeon, you can do so with the aid of a Warp Wing item. Note that doing so presents the chance of becoming stuck in the walls and losing HP. The Wizard can warp the party to town without this risk.

## STATS

Success requires carefully managing your stats while in the dungeon. You can check your stats on the STATUS screen from the main menu:

HP	Life force; when reduced to 0, you die.
MP	Used to cast magic spells and use techniques.
Attack	Power of physical attacks with weapons.
Defense	Ability to withstand physical attacks.
Intellect	Power of magical attacks and spells.
Willpower	Ability to withstand magical attacks.
Accuracy	Percentage to accurately hit enemy.
Dexterity	Percentage to dodge a successful enemy attack.
Speed	Speed at which you gain turns in combat.
M. Ability	Lowers spell's MP costs by a percentage.
Fatigue	Number of times you can use Dungeon Skill.

# COMBAT

## MAIN ABILITIES

In combat, each character class has two categories of abilities you can use to defeat the opponent. The first is a list of abilities that appears under a menu called “Techs”. The abilities in this menu are strong, but they require MP in order to be used.

To use one of these abilities, simply choose the “Techs” option in battle, select the ability you want to use, then confirm your target.

Note that you’ll start out with just one main ability, but gain more as you increase in level from gaining experience and fighting monsters. You’ll gain new abilities at levels 3, 6, 9, 12, 15, 18, 21, 24, and 27. Each class’ starting ability is listed below:

Knight	Smite	Attack at 1.5x and damage DEF.
Ninja	Shuriken	Pure physical damage to one foe.
Pirate	Plunder	Attack and gain a bit of gold.
Bard	Fairie Fire	Fire damage; lower DEF.
Wizard	Frost Ray	Ice damage to one enemy.
Cleric	Cure	Cure a bit of HP; one ally.
Sage	Feng Bao	Wind damage to one enemy.
Samurai	Kamae	Raise own DEF and attack enemy.
Crusader	Holy Lance	Holy damage to one enemy.
Hunter	X-Bestia	2x damage against beasts.
Illusionist	Discomfit	Reduce enemy ATK and INT.
Warlock	Tinieblas	Dark damage; lower ATK.

# COMBAT

## FREE ABILITIES

Below the “Techs” menu in combat, you’ll find a secondary command that is unique to each class. This is a free ability. Unlike the main abilities, free abilities require no MP in order to use, and may be used at any time. However, you’ll only ever have the one of them; you cannot learn any more free abilities.

Here is a list of each class’ free abilities:

Knight	Iron Will	Raise own DEF.
Ninja	Hatsuendan	Perfect DEF for a short time.
Pirate	Avast!	Jump and do 2x damage.
Bard	Rally	Heal a bit of MP for all.
Wizard	Arcana	Raise own INT.
Cleric	Bash	Charge to do 2x damage.
Sage	Lun Pan	Fierce magic on random target.
Samurai	Katsujin	Remove statues and heal self.
Crusader	Blessing	Heal one ally for free.
Hunter	Ajuna	Charge and do never-miss attack.
Illusionist	Image	Charge and hit all enemies.
Warlock	Regenerat	Convert some HP to MP.



# COMBAT

## STATUS EFFECTS

Enemies can attack you in ways other than just reducing your HP. They can also inflict a number of different status effects. When these occur, you'll need to either wait them out, or take special actions to remove them.

- |        |   |
|--------|---|
| Stun   | The character cannot take actions for a given amount of time.                           |
| Poison | The character will continue to take damage at a steady rate until healed of the poison. |
| Mute   | The character cannot cast any spells for a given amount of time.                        |

## BOSSSES



At the end of each of the four realms of Goldorak, you'll face off against a boss monster, one of the four minions of Zagon. These creatures will represent your most difficult challenges, and require a calculating strategy in order to be bested. Once you defeat all four of them, you'll face Zagon himself in the ultimate showdown!

# COMBAT

## VICTORY



The goal in each dungeon (besides those with boss monsters at the end) is to find and access the exit, which leads further into the enemy's lair. As seen in the picture above, this exit is represented by a door or staircase that is covered with a scintillating blue light.

To complete each dungeon, simply step onto this blue light, and you'll be warped back to the world map. Then, you'll be able to access the next area in whatever realm you're currently exploring.

# SOME FINAL TIPS

- When you first begin the game, the enemies are likely to be quite overwhelming. Pick and choose what battles you fight, so that you can be certain to survive, gain experience, and money for better equipment.

- Nearly all enemies have some kind of weakness, whether it's to a particular magical element, or a particular type of physical damage (slashing, piercing, or blunt). Experiment and discover these weaknesses, so that you can dispatch the enemy with greater ease!

- Be sure to check out every accessory you get. Some of them have unique effects you won't want to miss, such as the ability to automatically see hidden passageways, the ability to gain twice as much gold from chests, and so on.

- Be sure to talk to every person living in the town of Goldorak. What might seem like idle chatter at first often conceals hints that you can take advantage of in order to access hidden areas and secret treasures.

- Success depends upon picking and choosing which party members are best for any particular outing into the dungeon. Try not to stick with one party the whole game; branch out and see what the other classes have to offer!

# NOTES

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This game was made by KF Harlock and W. Geese of:



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<http://www.crithit.org>

Thanks for playing!