

Deeper Warrens

Introduction

As young hero you are seeking for glory and wealth in the mysterious and dangerous place of the Deeper Warrens.

Unfortunately your quest start in the prison of goblins.

Presentation

Deeper Warrens is an action/rpg game inspired by ~~SPUNKY~~ (Atari Games 1985).

The goal is to reach the level 25 to find the treasure room. To achieve this you have to gain experience by killing monster and buying equipment with the gold found.

Game start

In the main menu, you can start the game, read a quick description of elements of game or redefine the keys.



Gameplay



The game is oriented melee combat, you can throw daggers but they are limited.

To progress you can use magical objects, potions and buy better equipment.

To reach the next level you have to open doors, avoid trap and of course kill monsters.

At the end of the level all the blue keys will be removed.

Here the description of the game view:







- The central part displays of the dungeon
- The left part displays the keys hold and the current dungeon level
- The right part displays the active bonus
- And the bottom part displays the hero interface

Hero interface



- 1: Hero level and experience bar: the level max is 5, level increases attack and parade skill.
- 2: Life bar: use life potion or food to recover. Increased at each new level.
- 3: Food bar: if low value the hero will move slower and lose life.
- 4: Gold: amount of treasures found
- 5: Weapon equipped
- 6: Armor equipped
- 7: Magic item equipped
- 8: Remaining of throwing dagger
- 9: Potions to use: use second button to select it or shortcut key from 1 to 4








Default Keys

	Up		Fire / Use potion
	Down		Select potion
	Left	1 to 4	Shortcut potions
	Right		













Dungeon tiles

	Shop		Destroyable rock
	Exit		Bomb
	Mechanism		Hole
	Skeleton		Crate
	Lava		Water
	Teleporter		Torch
	Trap		

Monsters








	Rat		Imp
	Goblin		Worm
	Mummy		Cyclop
	Walock		

Objects

	Red door		Dagger
	Blue door		Short sword
	Food		Long sword
	Closed treasure		Blue sword magic
	Treasure		Red sword magic
	Bomb		Tunic

	Invisibility potion		Leather armor
	Life potion		Studded armor
	Strength potion		Chained armor
	Throw daggers		Bronze armor
	Protection		Plate armor
	Master sword		Master throwing
	Resurrection		

 Bonus / Malus

	Strength magic		Invisibility
	Poisoned		Protection magic
	Resurrection		Master sword
	Master throwing		