DUNGEON KEEPER 2

BULLFROG

WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

Please Read Before Using This Game Or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.
Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.
If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.
We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.

- Preferably play the game on a small screen.

- Avoid playing if you are tired or have not had much sleep.

- Make sure that the room in which you are playing is well lit.

- Rest for at least 10 to 15 minutes per hour while playing a video game.

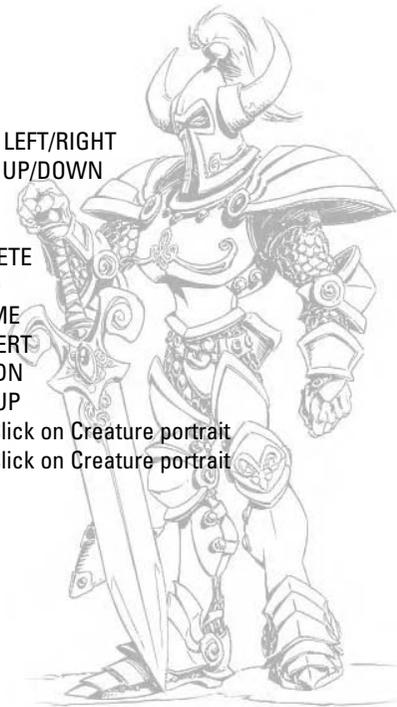# BASIC COMMAND SUMMARY

POSSESSED (1ST PERSON MODE)

Action	Key
TOGGLE SNIPER MODE	Insert
Pick Lock/Disarm/Jailbreak	NUM **0**
Fire	SPACE
Creep	CTRL
Run	SHIFT
Possessed Melee Select	**1**
Possessed Spell Select 1	**2**
Possessed Spell Select 2	**3**
Possessed Spell Select 3	**4**
Possessed Primary Ability	**5**
Possessed Secondary Ability	**6**
Possessed Group Select	**7**
Remove From Group	CTRL + **G**

God Mode

Scroll Up	Arrow Key UP
Scroll Down	Arrow Key DOWN
Scroll Left	Arrow Key LEFT
Scroll Right	Arrow Key RIGHT
Zoom In	HOME or CTRL+ Arrow Key UP
Zoom Out	END or CTRL+ Arrow Key DOWN
Speed Scroll Key	SHIFT
Rotate View Left	DELETE or CTRL+ Arrow Key LEFT
Rotate View Right	PG DN or CTRL+ Arrow Key RIGHT
Pause + Options	ESC
Take Screen Shot	PRINT SCREEN
Pick up Objects (Not creatures)	PAGE UP
Send Multiplayer messages	TAB
Increase Ambient Light	=
Decrease Ambient Light	-
Camera Isometric	**F1**
Camera Top Down	**F2**
Camera Oblique	**F3**
User Camera 1	**F4**
User Camera 2	**F5**
User Camera 3	**F6**
Ally Window	**A**
Zoom to next fight	**F**
Toggle GUI	**G**
Zoom To Dungeon Heart	**H**
Toggle Player Information	**I**
Map	**M**
Zoom To Portal	**P**
Camera Mouse Rotate	**X** + MOUSE LEFT/RIGHT
Camera Mouse Zoom	**Z** + MOUSE UP/DOWN
Increase Gamma	SHIFT + .
Decrease Gamma	SHIFT + ,
Roll Right (Free Camera / Set User Camera)	CTRL + DELETE
Pitch Down (Free Camera / Set User Camera)	CTRL + END
Pitch Up (Free Camera / Set User Camera)	CTRL + HOME
Roll Left (Free Camera / Set User Camera)	CTRL + INSERT
Yaw Right (Free Camera / Set User Camera)	CTRL + PG DN
Yaw Left (Free Camera / Set User Camera)	CTRL + PG UP
Pick High Level Creature	CTRL + . + Click on Creature portrait
Pick Low Level Creature	CTRL + , + Click on Creature portrait
Quick Load	CTRL + **L**
Restart Level	CTRL + **R**
Quick Save	CTRL + **S**

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1.0 INTRODUCTION

Welcome Keeper.

Our time is now! The dark forces of the Underworld seek a figurehead, a powerful leader, whose banner they can gather under. To form a force that can, once and for all, end King Reginald- the-Just's sickeningly fair and goodly reign in the Sunlit Kingdom of the Heroes. Are you up to the task?

You must use every ounce of your wit and cunning to defeat the magic that has kept you kennelled like a dog, in the dank, dark Underworld. Now is the moment to begin your quest and to vanquish all who would stand in your way! If you desire success, you should build a mighty underground realm, recruit a horrifying army of minions and capture each one of the Portal Gems that Reginald's wise mages have placed as insurance against the incursions of previous Keepers.

Finally, if you prove yourself equal to the task, you must take on King Reginald, himself, and his legion of brave and loyal servants in a bloody battle for the Underworld. Then, and only then, can you capture the final gem and lead your forces into the light, crushing the sickeningly happy inhabitants of the Sunlit Kingdom like the bugs they are.

Beware, though, many Keepers have tried and failed before! The Heroic forces of Harmonia have not held off the legions of darkness since time eternal with feather dusters; they are stout and hearty, strong of spirit and skilled in battle. Before you can take on King Reginald you must gain knowledge and skills of Good Dungeon Keeping. Perhaps, then, you shall be a force to be reckoned with and so bring Reginald and his smiling goons to their knees.

Read on, Keeper, and mark my words well….

2.0 INSTALLING THE GAME

See the enclosed Reference Card.

3.0 KEEPING A DUNGEON – A SHORT OVERVIEW

Important Note: In this manual where the term **Click** is used, it means **click** the **Left Mouse Button**. Any **Right Mouse Button clicks** are denoted **Right-click**.

3.1 The Dungeon View
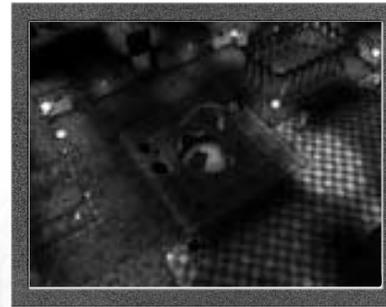
As soon as you begin the game you are presented with an isometric view of your fledgling Dungeon. This will be known from now on as the Dungeon View. Here you are master of all you survey.

'BUT WHAT, AM I MASTER OF?' I HEAR YOU CRY!

Read the below section to give yourself an idea of what manner of deviance you have signed yourself up for. Once you have read this you may want to jump straight into the game. If this is the case, the Mini-Tutorial (see the *Mini Tutorial* section 4.0) can help you through your first minutes as a Dungeon Keeper.
Otherwise, use this manual whenever you are stuck. The sections of the manual are clearly labelled in the Table of Contents so you should have no problem finding the pearl of wisdom you are searching for.

3.2 The Dungeon Heart

The Dungeon Heart is the lifeforce of your evil empire. It is the source of your influence, sucking the magical energy of Mana from the surrounding environment and storing it for your use.

Guard it well for there are many who would do it harm. When your Dungeon Heart is destroyed your unholy reign of terror will come to an end, so do your worst to ensure that the only hearts ripped asunder are those of the snivelling heroes who would plunder your dungeon and bring peace and sickening tranquillity to the Overworld.

The Dungeon Heart's main functions are:
- The Heart of your kingdom. Lose it and lose your Dungeon.
- Sucks in and stores Mana for spell casting.
- Provides limited storage for Gold, including your initial reserves.

3.3 Mana
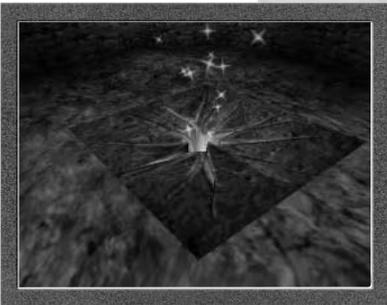
Mana is a magical, constantly renewing energy resource. It is the Dungeon's 'power supply', paying for spell-casting, powering Traps and maintaining magical creatures such as Imps and the Horned Reaper. Expanding your dungeon and attracting creatures ensures that your Mana reserves burgeon and your power as a Keeper only grows. Use Mana to unleash powerful magical forces upon all who would stand in your way.

3.4 Gold

The wheels of life may not stop turning in beautiful Harmonia for lack of gold, but in the depths of the Underworld, Gold talks and other creature deposits walk, so to speak. Without Gold all your plans are for nothing. Gold is a physical, tangible resource, the hard currency that pays for life's material concerns.

The bricks and mortar of dungeon building do not spring from thin air, my inexperienced apprentice! The wages of your evil minions are not paid with excavated soil, though some keeper's have tried!
Without prompt payment your hellish recruits will soon up sticks and quit your pit of despair. Paid on time, they'll stay focussed and content. Without gold, the construction of rooms, traps and doors is impossible. So, ensuring that you have adequate amounts of the stuff should be a primary concern as you start on your path to domination of the Underworld and elsewhere!

Gold must be mined from the sparkling deposits that lie throughout the Underworld. To mine it you must enlist the help of some small, cute, magical creatures – Imps!

3.5 Imps

Imps are wonderful, magical creatures, brought into being solely to do their evil master's bidding. They are the builders, tunnellers and wealth gatherers of your domain. They are so stiflingly obedient; you may find yourself slapping ten shades of Imp dung out of them, just for fun! But don't get carried away as they are essential for the smooth running of your Dungeon.

A firm hand and clever management of your Imps will reap you dividends as you expand into the dank earth surrounding your Dungeon Heart.

3.6 Dig for Victory

If you haven't already guessed, mining out the soil to expand your subterranean kingdom is one of the keys to your future success. The Imps are the miners and you are their master. Do not forget that without your direction, they will pass their time idly. It's worth bearing in mind that once an area has been dug out, it is very difficult to fill it back in again. Plan your excavations carefully because, as an experienced Keeper knows, one tunnel or room out of place can mean the difference between embarrassing failure and glorious victory.

3.7 The Hand of Evil™

Your primary means of control, the Hand of Evil is a dynamic cursor that changes form according to what it is positioned over. As a general rule, **click** to select an object and **Right-click** to cancel.

3.7.1 NORMAL

If the Hand of Evil is over a room or corridor tile, and currently has nothing selected, the fingers move restlessly in expectation.

3.7.1.1 Picking up and dropping objects

When you pass the Hand of Evil over a creature or object, that creature / object is highlighted and the Hand appears as an 'evil pointer' with long, bony finger outstretched. **Click** to pick up the creature / object, **Right-click** to drop it.

Note: If you wish to pick up only objects and not creatures, you may also use the **PageUp** Key.

3.7.1.2 Slapping Creatures

While the Hand of Evil is positioned over a highlighted creature, **right-click** to administer a quick slap. This makes your creatures faster and more obedient but does damage their health. Tremendous fun nonetheless.

Note: Some Keepers call this act 'Giving creatures a good old **right-clicking**!'

3.7.2 HAND OF DIGGING

3.7.2.1 To tag an area for digging

If the Hand of Evil is held over an area of the map that has yet to be dug out, it appears clutching a pickaxe. **Click** on a tile to select it or **Hold** down the left mouse button, **Drag** out a box-shaped highlight and **Release** to tag a larger area for excavation.

3.7.2.2 To undo a highlighted area

Click a second time on a highlighted tile to de-select it (see the *Digging* section 4.1) or use **Drag and Release** to mark out an area for de-selection.

3.7.3 SELECTED HAND

3.7.3.1 To action your selection

If you have selected an object (i.e. Room, Spell, Trap, Door or Creature) from the Control Panel, the icon for that object appears alongside the Hand of Evil. **Click** to drop, place or cast in the current location.

3.7.3.2 To cancel your selection

Right-click to cancel your selection and return the Hand of Evil to its Normal state.
Note: If a 'forbidden' icon appears, then you cannot perform the selected action in that location.

4.0 MINI TUTORIAL

When The Game begins, you see the Dungeon Heart and a number of Imps pattering around, anxiously awaiting your first command. Waste no time in setting them about their evil work!

4.1 DIGGING

4.1.1 To dig a tile of Unmined Rock

To dig out a new cavern, choose a location for the new room to begin and highlight it with your mouse pointer. When positioned over a tile of diggable Rock your mouse pointer changes to a pickaxe. **Click** on the tile of rock and it is highlighted. **Click** on more Rock tiles to mark them for digging by your trusty Imps.

- **To highlight Larger Areas**

Click and **hold** the mouse button, then move the mouse to drag out a highlight box over the Rock. **Release** the mouse button when you have the shape and size of the room as you desire. The highlight remains, depicting the area you have tagged for digging.

- **To De-select a tile Click** the tile again. The blueprint disappears
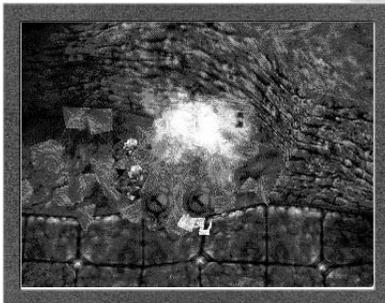
Providing they can reach it, your Imps now go to the tagged piece of earth and start to dig at the wall with their picks. The wall soon collapses leaving a bare patch of dirt path.

4.1.2 Claiming newly mined areas
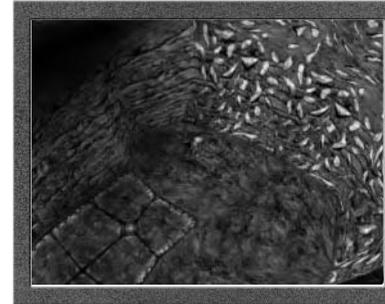
Once your Imps have finished digging out new land, they automatically lay down floor tiles to mark it as yours. Each tile they lay is land they have now claimed on your behalf. Claimed path tiles have a central mark in your own colour (normally red), indicating that it is yours. Territory owned by Enemy Keepers boast different colours to distinguish their tiles from your own.

4.1.3 Reinforcing Walls
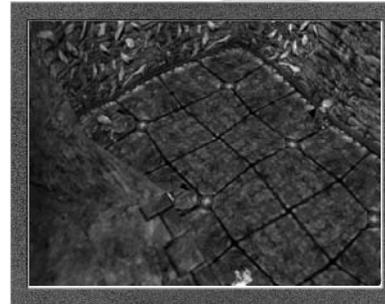
Left to their own devices, Imps then begin to reinforce the walls. This takes time but is very useful because, once completed, it makes the task of breaking into your dungeon much more tricky for pesky heroes and enemy Keepers. Of course, this works both ways.

Reinforced walls in unallocated rooms appear as grey bricked walls

4.1.4 Mining Gold

Some unmined areas of the map sparkle gold, indicating that they contain veins of gold. Have your Imps dig these out (by tagging them in the same way as normal earth). Your Imps then haul the Gold to the Dungeon Heart so that you can begin construction of rooms.

4.2 BUILDING ROOMS.

4.2.1 Lairs

Lairs are the rooms in which your creatures sleep and recuperate, so they're crucial in attracting creatures to your Dungeon.

To Build a Lair:

1. **Click** on the Rooms Icon from the Panel Bar (see the *GUI - Control Panel* section 6.1)

2. From the Rooms Panel, **click** on the Lair icon

3. **Click**, **hold** and **drag** the mouse to select a tiled area on which to build. Move the mouse until the wire-frame box fills the size and dimensions of the room you wish to create. When you release the mouse button, your room appears in the selected location.

Building rooms requires Gold, so the cost of the room is displayed and updated with every drag of the mouse that you make. If you drag out a room that is too expensive to build, the wire-frame box turns red. You can **right-click** at any time to cancel the wire-frame.

4.2.2 Hatcheries

Hatcheries are where chickens are produced. Chickens are the staple diet of your creatures, so waste no time in building a Hatchery.

To build a Hatchery, follow the instructions for building a Lair (see above) but select the Hatchery icon from the Rooms Panel.

4.2.3 Portals

Portals are magical gates through which creatures enter your dungeon. These cannot be built, but must instead be discovered and then claimed. They emit a multicoloured flash on the Dynamic Panel Map (6.1.7) view until they are claimed by a Keeper.

4.3 Creatures

As your dungeon grows, news will spread of its luxurious facilities and creatures will flock from afar to enter your domain through the Portal. Ensure that you have enough Lair space and bountiful Hatcheries to accommodate all of them.

Different rooms attract different creatures, so how you shape your dungeon effectively determines which creatures choose to inhabit it. For more information, see the *Creatures* section 9.0 and the *Rooms* section 8.0.

4.4 FIGHT

If any of your creatures detect an enemy presence within your dungeon, they generally attack. Should you detect an enemy presence on your turf before any of your creatures do, you may wish to pick up some creatures (see the *Hand of Evil* section 3.7) and drop them nearby to confront the invaders (But not too close! See *Dazed and Confused* Section, below).

For more information on fighting, see the *Combat* section 14.4.

5.0 CARE FOR YOUR CREATURES!

5.1 MICRO MANAGEMENT

5.1.1 SLAPPING CREATURES

Right-click with the Hand of Evil to administer a quick slap to one of your creatures. This increases creatures' work rate and efficiency but, on the down side, also makes them unhappy (see the *Creature Moods* section 5.2).

5.1.2 DROPPING CREATURES

5.1.2.1 Dazed and Confused

Whenever you drop a creature anywhere in your dungeon (see the *Hand of Evil* section 3.7), it lies stunned on the floor with stars circling its head. During the time it takes to recover, the creature is extremely vulnerable to attack and will take considerable extra damage. Bear this in mind if you're thinking of dropping creatures directly into the middle of a melee.

Note: Some Creatures recover more quickly from being dropped than others (*See Advanced Strategies and Tactics* Section 14.0 for more information)

5.1.2.2 On the Job

Drop idle minions into rooms such as Libraries and Workshops, to keep your creatures occupied and up the pace of work in progress. When doing so, however, be aware of what work your creatures do and do not enjoy carrying out (see the *Creatures* section 9.0). Fail to do so and you risk upsetting your minions.

5.2 Creature Moods

Your creatures have three states of mood – happy, unhappy and angry.
The mood of your creatures defines the manner in which they perform their day to day duties, so, if you wish to run a harmonious and well-ordered dungeon, you would do well to keep them happy.

5.2.1 HAPPY

Creatures arrive in your Dungeon happy, excited by their new surroundings and prospects under your glorious leadership. Happy creatures will serve you eagerly and to the best of their abilities, even undertaking certain jobs off their own backs.

5.2.2 UNHAPPY

If a creature becomes unhappy for any reason (see the *Factors Affecting Creature Mood* below), you'll notice a distinct change in their behaviour. Most creatures go to their Lairs and sulk when unhappy, others have more destructive tendencies. You can expect a fair amount of attitude from creatures that have become unhappy.

5.2.3 ANGRY

Angry creatures have had it up to here with you and they'll do their darnedest to leave your putrid hole. It heads straight for the nearest Portal, kicking down (or attempting to kick down) any locked doors or obstacles blocking its path.

5.3 Factors Affecting Creature Mood

Creatures enter your dungeon with certain standards and expectations, and they won't stay happy for long if these aren't met.

5.3.1 CREATURE DISLIKES

If you want keep your general Dungeon populace content; you'll do well to avoid making any of the following errors:

5.3.1.1 No Lair

Creatures that are unable to bed down will rapidly become tired, grumpy and irritable. Ensure that you can accommodate all of your creatures at all times.

5.3.1.2 No Food

If a creature is hungry, it searches around for a chicken to eat. If it can't find enough chickens to sate its appetite, its mood rapidly deteriorates until it is able to eat its fill.

5.3.1.3 No Pay

Despite being completely loyal and devoted to you when happy, creatures don't work for love. So Keep your Treasuries plentifully stocked so that you can always pay them on time. If you fail to pay your creatures, they become increasingly unhappy until they feel they've been justly compensated.

5.3.1.4 Out of Work

Happy creatures like to keep busy so if, for any reason, a creature is prevented from carrying out a job that it wants to do, it becomes frustrated and unhappy.

5.3.1.5 Held in the Hand

Your creatures don't mind being picked up and dropped by the Hand of Evil but they do resent being held in its nefarious clutches for long periods of time. Avoid holding creatures for any longer than you have to.

5.3.1.6 Slapping

If your minions seem to lack enthusiasm for their set tasks, it's only reasonable to show them who's boss with a few deft slaps. Some would argue that repeated smacking can upset your creatures, and that the damage done causes distress. Well, of course it does. That's the idea. The trick is to be firm but fair.

None of this would seem to apply to the Mistress, who positively adores a bloody good **right-clicking**.

5.3.1.7 Lairing with a Hated Creature

Your creatures are rather fickle when it comes to their roommates, and dossing down with natural adversaries upsets them considerably. To find out more about which Creature Types are antagonistic towards others, see the *Creature Types* section 9.1.

5.3.1.8 Imprisoning or Torture

Naturally enough, your creatures are none too chuffed at being tortured or incarcerated. Once again, the Mistress is the exception to this rule, and will happily spend turn after turn enjoying the dubious pleasures of your Torture Chamber. (if you have one!)

5.3.2 CREATURE COMFORTS

Providing you are swift to meet your creatures' needs and rectify any situations that are making them unhappy, they won't bear a grudge (i.e. they will soon be happy again).
In addition to solving their immediate problems, you do have other ways of making your creatures happy.

5.3.2.1 Using the Casino

Your creatures love a bit of a flutter, so providing them with a Casino in which to satisfy their gambling urges is a good way of upping their happiness ratings. See the *Rooms* section 8.0 for more information.

5.3.2.2 Using the Temple

Giving your creatures a place to worship their deities is a good way to win favour. Place creatures in the Temple and their quiet contemplation of war, death, destruction and pain – not to mention the odd messy sacrifice – can help to relieve the stress and strain of dungeon life.

5.3.2.3 Treats

Manually showering creatures with Gold is a sure-fire way of making them happier (see the *Gold* section 7.6 for more information). Such hands-on micro-management assures the creature so blessed that management aren't all a bunch of evil penny-pinching bar stewards.

6.0 GAME CONTROLS

6.1 Control Panel

The Control Panel is the interface that you have been provided with to do your worst in your struggle against the Forces of good and not so good. To gain your first foothold in the Sunlit Kingdom of the Heroes you must first become conversant with this most awesome of Management tools.
Use it to construct your rooms, check up on your workforce and survey the whole of the area of the Underworld in which you now find yourself.

PAY ATTENTION KEEPER!

BEWARE THE FLASHING ICON!

As new Rooms, Spells, information and other options become available to you. The relevant item flashes on the Control Panel.

6.1.1 PANEL BAR

Hide/Reveal Panel Toggle
Workshop Icon
Objective Tab
Spells Icon
Message Window
Rooms Icon
Message Tab
(New Creature/Room/Spell)
Creature Icon
Battle Tab
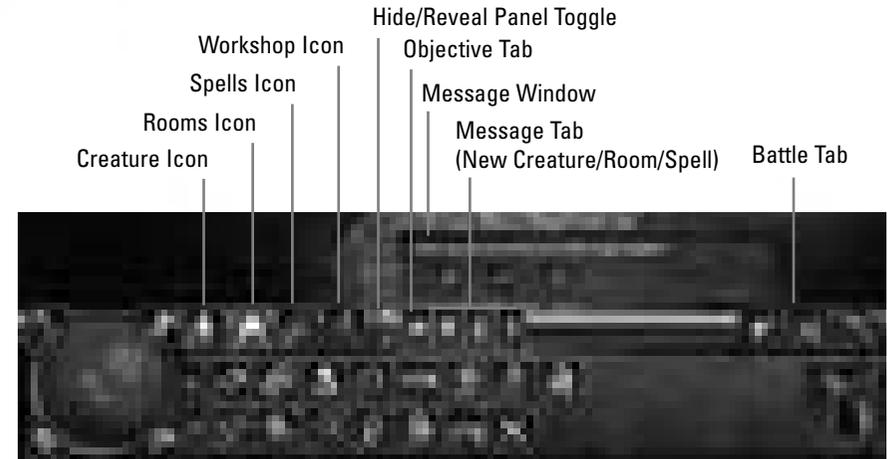
6.1.1.2 Creature Icon

Click this icon to view the Creatures Panel (See Creatures Panel section 6.1.2).

6.1.1.3 Rooms Icon

Click this icon to view the Rooms Panel (See Rooms Panel section 6.1.4).

6.1.1.4 Spells Icon

Click this icon to view the Spells Panel (See Spells Panel section 6.1.5).

6.1.1.5 Workshop Icon

Click this icon to view the Workshop Panel (See Workshop Panel section 6.1.6).

6.1.1.6 Hide/Reveal Panel Toggle

Click on this toggle to hide and reveal the Panel.

6.1.1.7 Objective Tab

This Tab contains the objective for the level if in Campaign, MPD or Skirmish mode. It cannot be deleted.

6.1.1.8 Message Tabs

Click these when they appear. They give you important info and updates about all manner of Dungeon doings. To rid yourself of read Message Tabs, **right-click** the Tab.

6.1.1.9 Message Windows

The message window appears when you **click** the Message Tab. Digest the information contained therein and act upon it. To close the Window, **click** on the tick icon within the window.

6.1.1.10 Battle Tab

This tab alerts you to the glorious fact that one or more of your creatures are involved in a fight! **Right-click** to zoom to the scene of the melee.

6.1.2 CREATURES PANEL

Total
Jobs
Fighting
Moods
Goblin
Scroll Buttons
Warlock
Firefly

The Creature Panel contains detailed information on all the creatures in your Dungeon. Within the Panel is the Imps Panel (See *the Imps Panel* Section 6.1.3), and graphical representations of your other creatures, their current activity, their state of mood and their fighting status. The Creature information is broken into 4 subsections. **Click** on the icons to enter the sub-section that interests you. **Right-click** on the creatures' portraits to zoom to them.

6.1.2.1 To select Creatures from the Creature Panel

To select a certain creature based on whatever criteria you have chosen, **click** on the number above the creature type you wish to pick up. Now, when you move the Hand of Evil over the Dungeon View you'll notice that Creature Icons for each of the creatures you've picked up are next to The Hand of Evil. Clutched between Finger and thumb is the last creature you plucked from the Creature Panel.

6.1.2.2 To drop creatures

Right-click to drop creatures wherever you wish (within the bounds of your Dungeon). They fall to the floor in reverse order (i.e. the last one plucked is the first to be dropped).

6.1.2.3 Total No. Of Each Creature Type

How many goblins do you have? **Click** on this icon to get the full total.

6.1.2.4 Jobs

Who's slogging and who's loafing in your dungeon. Great for catching lazy creatures out. **Click** the Jobs Icon to view this information.

Idle: Those creatures who are kicking back and relaxing. Perhaps you need to give them jobs to do.

Manufacture: Those creatures who are beavering away in gainful employment in your Workshops or Libraries.

Training: Those creatures involved in combat training in Training Rooms and Combat Pits.

Miscellaneous: Those creatures involved in any task that is not covered above. For example moving from their Lair to the Hatchery.

6.1.2.5 Fighting

If creatures aren't fighting then some of them should be training to fight. What are you, a sissy?

Fighting: Creatures involved in battles and in the Combat Pit.

Guarding: Those creatures busy guarding and patrolling your Dungeon.

Miscellaneous: Those creatures involved in any task that is not covered above.

6.1.2.6 Moods

Check how your creatures feel. Are they content with their lot or are they sick to the back teeth with the incompetence of the upper echelons of management?

Happy:
These creatures are content under your tenure. Well done Keeper, you're doing something right!

Unhappy:
These creatures need to be given their basic requirements or they will quickly become angry. Jump to it!

Angry:
These individuals have just about had enough. They'll be on their way back to the Portal soon enough!

6.1.3 IMPS PANEL

Total Number of Imps

Idle Imps

Working Imps

Fighting Imps

The Imp Panel is always visible in the Creatures Panel. **Click** on any number to select those particular Imps.

6.1.4 ROOMS PANEL

Rooms Icon
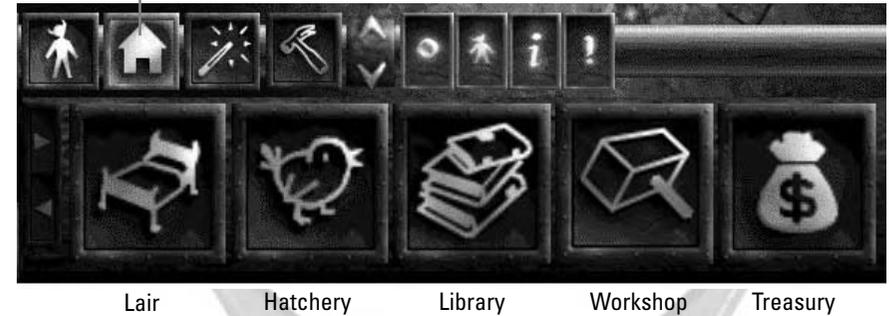
Lair   Hatchery   Library   Workshop   Treasury

Click on the Rooms Icon on the Panel Bar to view the Rooms Panel. Now, you may **click** on any available rooms to select that room type for construction. **Right-click** to zoom to that room type.

Now, move the Hand of Evil over the Dungeon View and a wire frame blueprint appears. **Click** on a tile to turn that tile into the selected room tile. The tile magically transforms.

Click, **hold** and **drag** to enlarge the wire frame and so cover a greater area much more swiftly. Time counts in this game!

> **Note:** If the blueprint turns red this means you do not have enough money in your Treasury to cover the size of room you desire. Start small and work your way up steadily.

De-select a selected Room

Right-click at any time before laying down a room to de-select the Room you chose from the Rooms Panel.

> **Note:** For a full list of all the rooms available in *Dungeon Keeper 2*, see the *Rooms* section (8.0)

6.1.5 SPELLS PANEL
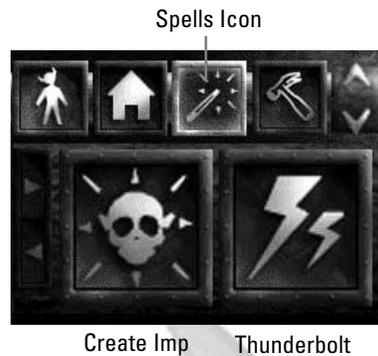
Spells Icon

Access the wondrous array of Keeper Spells (once your Warlocks have researched them, of course). **Click** on the Spells Icon on the Panel Bar. The Spells Panel appears.

To Cast a Spell

Click on the spell. The spell is selected. **Click** on the Dungeon View at the point you wish to unleash the spell.

Create Imp   Thunderbolt

6.1.5.1 Spell-specific Information

Silver: Researched spell available
Gold: Upgraded spell available
Growing Gold/Red Border: Spell upgrade / research in progress
Question Marks: Represent Spells currently unavailable but theoretically available, if you research them in a Library (See *Library* section 8.1.14)

Note: For more detailed information, see the *Spells* section 12.1.

6.1.6 WORKSHOP PANEL

Braced Door   Workshop Icon   Sentry Trap
Wooden Door   Magic Door   Fear Trap

Barricade   Steel Door   Secret Door   Alarm Trap

The Workshop Panel becomes available only after you construct a Workshop. Once activated your creatures can set to work constructing Doors and horrific Traps designed to maim and mutilate your foes.

6.1.6.1 To Construct and Install a Door or Trap

Click on the item. The item is selected. **Click** on the Dungeon View at the point you wish to place the trap. If the wireframe turns red you cannot place the item here. A blueprint of the item appears.

6.1.6.2 The Blueprint

The blueprint represents a standing order and, like all the best production lines, orders are fulfilled in the sequence that they are received.
Once the item has been manufactured, your Imps take it to the pre-defined point on the Dungeon View and install it.

6.1.6.3 To Cancel An Order

Right-click before placing the blueprint to receive a full refund. If the blueprint has already been installed, selling it will give you only a second-hand price for the item.

6.1.6.4 Work In Progress

You can check your Workshop output generally on the Workshop Icon and, within the Workshop panel, more specifically by a shaded progress meter within the icon.

6.1.7 DYNAMIC PANEL MAP

Query toggle —
— Sell toggle
Your Dungeon —
Options —
Zoom-In **Click**
Zoom-Out – **Right-click**
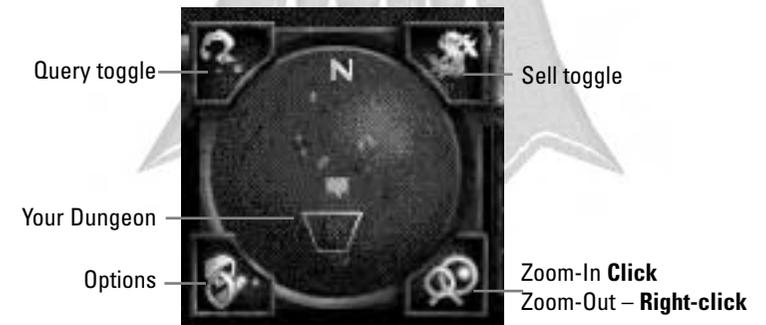
The Dynamic Panel Map on the Control Panel is centred on your Dungeon View and moves around as you rotate the Dungeon View. At the top edge of the map is the letter N denoting North. This helps you keep your bearings.

6.1.7.1 Colour Codes within the Dynamic Panel Map/Map Screen

Bright red areas indicate tiles owned by you. In addition, your Dungeon Heart is a lighter shade of red.
Light Tan shows an area of unclaimed path.
Yellow areas indicate the presence of gold.
Purple areas are gem deposits.
Dark Brown areas indicate impenetrable rock.
Dark Blue areas represent water.
Bright Turquoise area is anything you have tagged for mining.
Burnt Sienna indicates Lava.
Black flashing dots indicate your creatures.
White dots indicate heroes.
Multi-coloured flashing areas indicate as-yet-unclaimed rooms, for example: Portals.
Any other colour represents an Enemy Dungeon.

6.1.7.2 To move the Dungeon View to a specific place

Click on the map, the Dungeon View jumps to that area.

6.1.7.3 Query Toggle

Click the Query Toggle. Then **click** on the creature you wish to view information on. You can also use the Query Toggle to view a Trap's effective range.
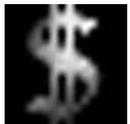
6.1.7.4 Sell Toggle

Click the Sell Toggle. Then **click** on the tile or item in the Dungeon View that you wish to hawk for hard currency.

6.1.7.5 Options

Click here to view In-Game Options (See *Options* section 16.0).

6.1.7.6 Zoom In/Out

Click to zoom in the Dynamic Panel Map. **Right-click** to zoom out for a display of a much larger area of the Underworld.

- **Zoom-Out view**

To assist you with your location in space, there is a dotted white line stretching back to your Dungeon Heart, the core of your Dungeon.

- **Zoom-In view**

To check on the integrity of your Dungeon defences, dark red strips around your tiles are reinforced walls

6.1.8 THE MAP SCREEN
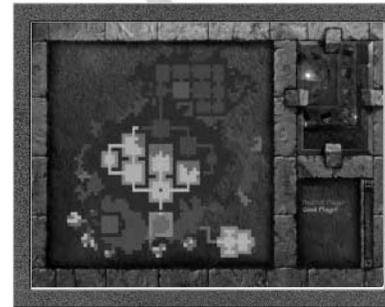
This screen displays your entire Dungeon and the area around it that you have explored in a fullscreen size. Visually, it is the same as the Dynamic Panel Map on the CONTROL PANEL. If you are battling against an enemy Keeper, you can see any part of his or her Dungeon you have discovered. Parts of his or her Dungeon appear on the map in the appropriate colour.

6.1.8.1 Opening the Map Screen

To open the Map Screen press **M** on the keyboard.

6.1.8.2 Closing the Map Screen

Left-click on any part of the map, to close The Map Screen and go to that point on the Dungeon View. **Right-click** on the map to exit to the Dungeon View without altering your position or press the **M** key again.
Attached to the mouse is a spy window that gives you a more detailed view of the area under your mouse.

6.1.9 HORNY TALISMAN

In the bottom right hand corner of the Control Panel is the Horny Talisman. Every time you discover a bonus level, a quarter of the Horny Talisman rises from the Gem and positions itself on the CONTROL PANEL.

If you are skilled or fortunate enough to locate all four parts of the Talisman then the final gift from the Gem is the provision to cast the Summon Horny spell.

7.0 TERRAIN TYPES

As you probe the virgin land surrounding your dungeon, you'll encounter a wide variety of Terrain Types, from unsullied earth to impenetrable rock, from streams of water to fierce, scorching lava flows.

7.1 Unmined Earth
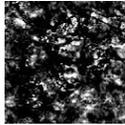
Unmined Earth is there for the taking, and becomes the property of the first Keeper to dig it out, tile it and so claim it (see the *Digging* section 4.1).

7.2 Water
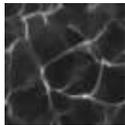
Water can be a most useful tactical asset, but it cannot be built upon. You can effectively claim areas of water (and allow your creatures free passage over them) by laying down a bridge (see the *Wooden Bridge* in the Rooms section 8.1.16).

7.3 Lava
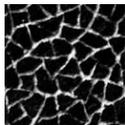
Most of your creatures avoid lava like the plague (with the notable exception of the Salamander, which enjoys the benefits it gains from swimming in it). Nonetheless, sage Keepers realise its tactical potential and structure their Dungeons accordingly. Lava can be traversed using a Stone Bridge (see the *Stone Bridge* section 8.1.17).

7.4 Reinforced Wall

When you eventually come across enemy territory, you're more than likely to encounter reinforced walls. These can be tagged for digging, but require much more time and effort to mine out.

Note: If enemies are attacking your walls you can slow their entry into your Dungeon by setting your Imps to work repairing the inside face of the wall. It won't halt their entry, but it does give you extra time to juggle with.

7.5 Impenetrable Rock
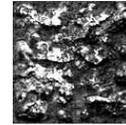
Some tiles on the map are comprised of solid rock that cannot be mined; the only solution is to dig around. Any rock you cannot tag with your Pickaxe is impenetrable rock.

The experienced Keeper is aware that building near such rock can have important defence implications.

7.6 Gold

7.6.1 WHERE IT COMES FROM

7.6.1.1 Mining
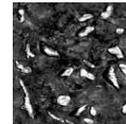
In some areas of Unmined Rock, you'll notice the alluring sparkle of Gold beneath the surface. Dig these areas out in the same way you would Unmined Rock and your trusty Imps carry the Gold to a Treasury or, failing that, to the Dungeon Heart (see the *Rooms* section 8.0 for more information).

7.6.1.2 Selling

You can generate Gold by opting to sell off items such as Room Tiles, Traps and Doors. **Click** the $ sign on the *Dynamic Panel Map*, then **click** on the tile you wish to sell.

You should bear in mind that second-hand dungeon does not command a high re-sale value. Hence, a room tile that cost you 200 pieces of Gold may only fetch 100 when sold on. The same applies for Traps, Doors and any other commodity that you choose to sell.

7.6.1.3 Stealing

Any Thief or Rogue can be made to steal, by using the Melee key, from the Treasuries of your enemies to line your own purse. Dungeon Keepers do not take kindly to filchers in their holiest of holes so expect swift retribution if a creature is caught.

7.6.1.4 Hero Bounty

You may well find that certain enemy creatures and heroes carry far more cash on them than may be deemed sensible in this day and age. Slay these poor fools and laugh all the way to the Treasury.

7.6.2 where it goes

7.6.2.1 Buying stuff

Gold, being the principle resource for all things material, is required to pay for Room Tiles and the construction of Doors and Traps. Unavoidably, large portions of your shiny stuff will be spent in this manner

7.6.2.2 Payday

Well, your creatures don't work for love. Each creature under your command demands a salary and automatically collects it every Payday. If you are unable to pay your creatures, they rapidly become unhappy. This can have detrimental effects, as unhappy creatures are at best idle and at worst positively damaging to your Dungeon ambience.

7.6.2.3 Treats

You may choose to treat your creatures by dropping quantities of Gold on their heads. This benefits you in two ways. Firstly, those creatures you have treated consider themselves paid in advance and do not stop working to collect their wages on the next Payday. Secondly, they are extremely grateful for the attention that you have personally lavished on them, and their happiness ratings rise accordingly.

7.6.2.4 Casino

If you set the Payout Meter in the Casino (See Rooms section 8.0) to 'Smiley', your creatures will flock to the Casino. A night on the tiles in a casino that actually pays out naturally heightens your creatures' happiness but may end up costing you a pretty penny!

7.7 Gems
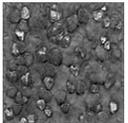
A purple haven of wealth and prosperity rewards any Keeper lucky enough to find a tile of this most priceless of underworld commodities! Like Gold, it can be tagged and mined by your Imps who take the precious stones to your Treasury where they are added to the sum of your wealth.

Gem seams are an everlasting source of wealth and, unsurprisingly, are rare.

7.8 Mana Vaults
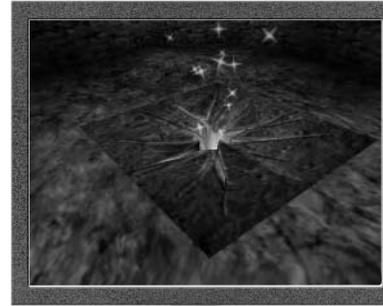
These are areas that are naturally rich in Mana. They generate far more Mana than regular tiles (see the *Mana and Keeper Spells* section 10.0).

7.9 Hero Gate

The Hero Gate is the entrance through which the hordes of the Good can enter your domain. You would do well to guard it wisely, if you find one.

7.10 Dirt Path
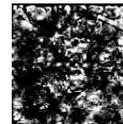
Throughout the Underworld are scattered a series of natural paths and tunnels. Should you encounter any paths that are not tiled, you may want your Imps to claim them as your own immediately.

7.11 Claimed Path
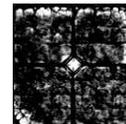
A tiled Path is one that has been claimed, either by yourself or by an enemy Keeper. You can tell which Keeper has claimed the path by the colour of the tiles.

8.0 ROOMS

You start the game with a 'blank canvas' of dank earth and rock upon which to paint your blueprint for deviousness and destruction. Clearly, the types of rooms you elect to build completely shape the character of your dungeon. Most rooms have specific functions that are crucial to the growth, maintenance and general well being of your dungeon and its inhabitants.

8.0.1 Attractive Rooms

Different rooms attract certain types of creatures, so the manner in which you build your dungeon is a crucial factor in determining the types of creature that are to make up your army.

8.0.2 Room-Specific Jobs

When a creature is dropped into a room, it attempts to do the job specific to that room. Creatures quickly leave the room if they hate the job that the room requires of them (see the *Creatures* section 9.0). Additionally, if a creature is dropped in a room and there are enemy creatures nearby, it deals with the enemy threat as a priority over working in the room. After it has finished fighting, the lazy individual returns to its idle state rather than start working in the room.

Note: Well-timed slaps and Micro Management (See the *Micro Management section* 5.1) are always in order in the well-run dungeon.

8.0.3 Selling Rooms

You may elect to sell rooms at any time, in return for which you receive a Gold deposit in your Treasury. Note that the amount of Gold you receive is much less than the initial outlay you make on a room tile, so avoid using this technique to raise funds unless you have no alternative.

8.0.4 Minimum Recommended Size

The below room descriptions all detail a minimum recommended room size, you can create smaller rooms but only experienced Keepers will be effective in their attempts. At this size the room is most likely to function effectively, containing many of the features that make a room efficacious for its role in your Dungeon.

8.1 Room Types

8.1.1 DUNGEON HEART

Cost: N/A
Creatures Attracted: N/A
Minimum Recommended Size: 5x5 tiles
The Dungeon Heart is the very nerve centre of your entire operation and, should you be negligent enough to allow it to be destroyed, the game is lost (with the exception of Multiplayer games see Multiplayer section 19.0). All of your Mana is stored in the Dungeon Heart and some of your Gold can be stored in its outer ring.

Friendly creatures always do everything in their power to prevent the Dungeon Heart from being destroyed. Whilst in the vicinity of the Dungeon Heart, friendly creatures feel less fear in combat.

> **Note:** Creatures may only be dropped freely into the outer causeway of the Dungeon Heart and **not** into the centre. The only exceptions are Imps, which you may drop into the centre of the Heart and 'redeem' for half of their Mana cost

Should you destroy an enemy's Dungeon Heart, you automatically receive all of that Keeper's stored Mana (with the exception of Multiplayer games – see Multiplayer Section 19.0 for more information).

8.1.2 TREASURY

Cost: 200
Creatures Attracted: Rogue
Minimum Recommended Size: 1x1 tiles

The Treasury is where your Imps stash the Gold and gems that they've mined and where your creatures come each 'pay-day' to receive their ill-gotten gains (wages). You can manually pick up Gold (see the *Hand of Evil* section 3.7) and drop it into the Treasury to be added to your coffers. If the Treasury is full, the Gold can be stored in the Dungeon Heart though if this, too, is full, then it is left where it falls and fails to register in your total wealth.
Should you choose to delete a Treasury, any Gold left on the floor drops onto the empty tiles, waiting to be picked up by the first passer by.

> **Note:** At the start of levels, you may notice that your total wealth differs from the amount in your Treasuries. This is because your starting Gold is treated as a separate stockpile, to be used up before the Gold in your Treasuries.

8.1.3 LAIR

Cost: 300
Creatures Attracted: FireFly, Goblin (Minimum 5 tiles), Bile Demon (Minimum 9 tiles)
Minimum Recommended Size: 1x1 tiles

The Lair is the resting-place for the denizens of the dungeon. When a creature first arrives in the Dungeon, it makes its way to the most appropriate Lair and sets up its 'home'. Each creature has a 'bed' that it returns to for healing itself of injuries and for rest.
You should be aware, when placing Lairs, of each of your creatures' accommodation preferences. For example, **Bile Demons** generally attempt to set up their beds near a Hatchery, for ease of food access. Unsurprisingly, creature types that are typically hostile toward one another (e.g. **Bile Demons** and **Skeletons**) do not make the best roommates. Should you have hostile creature types shacking up with each other under the same roof, you can expect lots of squaring up and grumbling all of which have an adverse effect on the creatures' happiness ratings.

8.1.3.1 To re-locate a creature

1. Move the Hand of Evil over the creature so that it is highlighted pink. **Click** on the creature so you pluck it from its Lair.

2. Now move the Hand of Evil (holding the creature) to its new Lair. **Right-click** to drop the creature. Your minion then sets about making itself at home (while its old bed disappears).

8.1.3.2 Rest and Recuperation

Creatures always return to their Lairs to recuperate whenever their health falls below a certain level. Whilst in their Lairs, creatures' health rises each turn, as does their happiness rating. If left to their own devices, creatures generally wait until they reach full health before venturing out from their Lair, but you can pull them out sooner, provided their health is at a sufficient level to do so.

8.1.4 HATCHERY

Cost: 300
Creatures Attracted: Bile Demon (Minimum 3x3 tiles)
Minimum Recommended Size: 3x3 tiles

In the Hatchery, you breed chickens, the preferred choice of nourishment for your creatures. Whenever a creature is hungry, it automatically makes its way to a Hatchery to eat its fill. In doing so, not only does it reduce its hunger, but it also increases its health. You can also drop a creature into a Hatchery at any point. In this case, it eats its fill before leaving the room.

8.1.4.1 Feeding Incarcerated Creatures

Hatcheries can also be used to feed creatures in **Prison** (see section 8.1.13) or in the **Torture Chamber** (see 8.1.12). This is useful if you are attempting to convert Enemy Creatures or Heroes. The longer you eke out their pitiful existence, the more likely you are to break their resolve.
Pick up (**click**) as many chickens as you desire, then drop them (**right-click**) one at a time on top or in front of the creature you wish to feed. Extra fun can be had by watching the starving wretches fight over the few morsels you choose to give them!

8.1.5 TRAINING ROOM

Cost: 500
Creatures Attracted: Salamander
Minimum Recommended Size: 3x3 tiles

Your creatures use the Training Room to hone their fighting skills. Working with the dummies and targets available, creatures increase their experience level every turn. Each turn, there is a cost in Gold incurred for each creature that you are training.
Once a creature has gained the required experience points, it advances to the next level.

8.1.5.1 Watch Creature Flowers

To ensure you don't waste precious resources in the Training of creatures keep an eye on their Experience progress using the inner section of the Creature Health Flower.

Note: The highest level a creature can attain in the Training Room is level 4. Once on level 4, it can only improve itself through experience in actual combat such as that provided by the addition of a Combat Pit.

8.1.6 COMBAT PIT

Cost: 750
Creatures Attracted: Black Knight
Minimum Recommended Size: 5x5 tiles

The Combat Pit provides creatures with an opportunity to prove their worth in head-to-head gladiatorial combat. You may throw enemy or friendly creatures into the Combat Pit, where they engage in a no-holds-barred contest, gaining experience as they would in actual combat situations. Using the Combat Pit is an excellent way of increasing your creatures' experience levels for free

8.1.6.1 Why Use a Combat Pit?

Unlike the Training Room, the Combat Pit allows creatures to reach experience levels 5, 6, 7 and 8 by bloodying their knuckles (or claws!).

Note: To go beyond level 8, your creatures must experience and survive authentic combat situations attacking other Dungeons or defending your Dungeon from assailants.

8.1.6.2 Mano-a-Mano

- If a friendly creature and an enemy creature are dropped into the Combat Pit, then a fight to the death ensues. Marvellous! Your Imps will then drag the body to your Prison or Graveyard.

- If both creatures are friendly, then they attempt to knock one another out. Of course, there is always a chance that one friendly creature may accidentally kill the other, but that is not its express intention. Honest!

8.1.6.3 Group Battles

- Should you choose to drop a group of friendly creatures into the Combat Pit, the creatures react as if all of the other creatures are enemies. They pick a fight with the creature closest to them at the start, and continue fighting them until they've won or lost. Creatures continue to fight until they are the last one standing.

Note: Imps drag your battered and unconscious creatures to their Lair to ensure they are fighting fit in no time.

- If you drop a mix of friendly and enemy creatures into the Combat Pit, then a fight ensues between the two different factions. Similarly, in the case of a group consisting entirely of enemies, they react as if all of the other creatures are enemies. Most enjoyable!

As well as gaining experience points, creatures that are victorious in the Combat Pit also gain happiness, safe in the knowledge that they are evil mothers in the combat stakes!

8.1.7 TEMPLE

Cost: 3000
Creatures Attracted: Dark Angel (Minimum 5x5 tiles)
Minimum Recommended Size: 5x5 tiles

The Temple is a sacred room in which your creatures have the chance to get deep and spiritual praying to the Dark Old Gods. As well as gaining pleasure from their heathen piety, creatures also generate Mana for the duration they are at worship.

8.1.7.1 Sacrifices for the Gods

An effective Temple also contains a Sacrificial Pool, into which you may throw creatures and other objects as sacrifices to the Gods. In return, you may receive a gift from the Gods.
Beware, though! The Gods do not appreciate a scrawny, ill-thought-out sacrifice and may mete out punishment on the offending Keeper as they see fit!

8.1.8 WORKSHOP

Cost: 600
Creatures Attracted: Trolls, Bile Demon (Minimum 3x3 tiles)
Minimum Recommended Size: 5x5 tiles

The Workshop is the room in which all your manufacturing work is undertaken (e.g. all **Doors**, **Traps** and **Guard Posts**). Any creatures that you place in the Workshop immediately busy themselves making essential furnishings for your dungeon, unless they can't abide the sight of hot anvils or you have not got a Door or Trap to be made.

8.1.8.1 To Place a Door or Trap

1. **Click** on the Workshop Icon on the Panel Bar

2. **Click** on the Door, Trap or Guard Post you desire

3. Now move the Wireframe box to the location you wish to place it.

4. **Click** on the tile. The Blueprint of the chosen item appears and your coffers are lightened accordingly.

5. Your workshop worthies now construct the item before an Imp drags the finished product into position.

   Note: Items are built in the order in which they are placed.

The creatures in the Workshop each undertake only a finite amount of work per turn until the work is complete; the more workers present, the speedier their output will be.

8.1.9 CASINO

Cost per Tile: 750
Creatures Attracted: Rogue
Minimum Recommended Size: 3x3 tiles

After a hard day's work slaughtering and carrying out your nefarious bidding, there's nothing your creatures enjoy more than a flutter and a mug of ale at the **Casino**. As Keeper, you decide the level of payouts at the Casino. If you set the payout levels high (Smiley) then your creatures' happiness ratings rise. If you set them low ($), you stand to make more money, but at a cost to your creatures' happiness ratings.

- **To Set the Payout Lever -** Zoom in on the Casino using the Home key. **Click** on the $ sign if you want to rip off your creatures and on the Smiley face if you want to pamper your creatures' pathetic little egos.
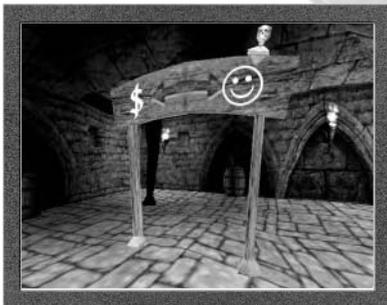
8.1.9.1 Mob Handed Keepers take note

Occasionally, the odd fortunate creature wins the jackpot, which showers him in Gold and ups his happiness ratings considerably. Should you wish to re-coup some of these lost funds, slapping the Gold-laden creature with the Hand of Evil (see the *Hand of Evil* section 3.7) causes him to drop a large portion of his winnings, which you can then pick up.

Unsurprisingly, jackpot-winning creatures are not best pleased at having their Gold thieved by you, and this is reflected in their happiness rating. If other creatures are witness to your skinflint actions you may provoke a mutiny!

8.1.10 GRAVEYARD

Cost: 2000
Creatures Attracted: Vampire
Minimum Recommended Size: 3x3 tiles

The corpses of your creatures killed in battle are bought to the Graveyard, where they soon attract the attention of a Vampire. Each creature left to decompose grants the Vampire life-force, the amount being dependent on how powerful the creature was during its life (see the *Creatures* section 9.0). Once the life-force generated is sufficient, a Vampire rises from the grave.

   Note: Dead bodies dragged to the graveyard cannot be resurrected by a Special or raised by the creature spell Raise Dead.

8.1.11 PORTAL

Cost: N/A
Creatures Attracted: Dependant upon your Dungeon
Minimum Recommended Size: 3x3 tiles

The Portal is a magical gateway to your underground kingdom. From the Portal, creatures are drawn to do your bidding and become pliant minions under your command.

The types of creatures that are available to enter the dungeon through the Portal depend on the type and size of rooms that you've created. Many creatures won't enter just any old dungeon and they often have minimum expectations as to what sort of dungeon they'll move into. Whenever these expectations are met, a creature may emerge through the Portal.

   Note: In Multiplayer levels, the pool of creatures is finite so make sure you waste no time in both claiming a portal and providing rooms that creatures require. If a room is lost (by being sold or captured), any creatures dependent on that room type are automatically removed from the pool.

8.1.11.1 Sacking Creatures

You may "sack" creatures by dropping them back into the Portal at anytime. This can often be the only way to rid yourself of a very destructive creature. Dismissed creatures leave the dungeon immediately and, providing you are below your maximum creature level, they are replaced by a new creature.

8.1.12 TORTURE CHAMBER

Cost: 1500
Creatures Attracted: Mistress
Minimum Recommended Size: 3x3 tiles

In the Torture Chamber, you can relish showing insubordinate creatures and heroes the error of their ways. Enemy creatures placed in the Torture Chamber are likely to convert or, failing that, release a valuable piece of information and die. The amount of time it takes to convert an enemy creature depends on the Creature Type

8.1.12.1 Extend the Agony

You can prolong the agony of your captives and keep them alive by either casting the Heal spell (see the *Heal* spell 10.2.5) or feeding them chickens. This increases your chance of converting enemy creatures and heroes as well as heightening yours and the Mistress' own voyeuristic enjoyment!

8.1.13 PRISON

Cost: 750
Creatures Attracted: Skeletons
Minimum Recommended Size: 5x5 tiles

Imps carry unconscious enemy creatures to the nearest Prison, where they are held at your discretion. You can also imprison friendly creatures, should the urge take you. Whilst in Prison, creatures gradually lose health as they wither away to nothing. Any creatures that perish in Prison will rise as Skeletons under your control. There is a bar on the Prison door which, when closed, will prevent any more prisoners from being taken to that Prison.

8.1.13.1 Prolong the life of your prisoners

Cast the Heal spell (see the *Heal* spell 10.2.5) or feed them chickens.

8.1.13.2 Jailbreak!

Should one of your Prisons become full, Imps search for the nearest Prison with available spaces and take their captives there instead. If no spaces are available in any of your Prisons, your Imps do not collect any more creatures. You can drop friendly or enemy creatures being tortured into your Prisons manually using the Hand of Evil but, be warned, causing overcrowding in your prisons may lead to Jailbreak.

Jailbreak happens if you overstuff the prison manually with dropped creatures, if you sell part of an actively used prison or if an enemy releases his comrades.

If you are careless enough to lose a Prison to the enemy, all enemy creatures are automatically freed, while friendly creatures are kept in the Prison under enemy control.

8.1.14 LIBRARY

Cost: 600
Creatures Attracted: Warlock
Minimum Recommended Size: 3x3 tiles

The Library is the academic research hothouse of your dungeon, the primary resource for study of the arcane arts. The research of **Spells** is conducted within its book-lined walls. Warlocks actively seek out Dungeons with Libraries though other creatures may help with the research, depending on their love of books. Creatures placed in the Library contribute to research as long as they stay in the room. Once the required research has been completed the Spell is attained. Once researched, the spell does not have to be researched again though you should allow researchers time to upgrade Spells (See the *Spell Panel* section 6.1.5).

Once a spell has been researched, the icon materialises on the Spells panel of the Control Panel and becomes available to use.

Note: If an enemy captures a Library, any Spells that have been researched there become unavailable until the Library is re-captured or a new one is built and the Spells are researched again.

8.1.15 GUARD ROOM

Cost: 600
Creatures Attracted: Dark Elf
Minimum Recommended Size: 1x1 tiles

The Guard Room is an ideal resource for defending the outer reaches of your dungeon.

Creatures placed in the Guard Room are duty-bound to remain there, and seldom leave their posts (unless, of course, they are hungry or in need of paying). As well as managing the Guard Room, they also make patrols around the dungeon to check on any Guard Posts in the vicinity.

8.1.16 WOODEN BRIDGE

Cost per Tile: 200
Creatures Attracted: N/A
Minimum Recommended Size: 1x1 tiles

Wooden Bridges allow your creatures ease of passage over Water or Lava and are the only way (other than a stone bridge) that you can take over unconnected shores of the Underworld. Obviously, due to their flammable nature, Wooden Bridges have a very limited life span if placed over Lava.

8.1.17 STONE BRIDGE

Cost: 500
Creatures Attracted: N/A
Minimum Recommended Size: 1x1 tiles

Stone Bridges also provide passage to creatures wishing to cross water or lava but are far more durable. Unlike their wooden counterparts, Stone Bridges are in no danger of being destroyed by Lava.

9.0 CREATURES

9.1 Creature Types

9.1.1 IMP

Attracted By: N/A
Job Class: Scout
Combat Class: Non-Fighter
Spells: Haste Self & Teleport

Imps constitute the dungeon's main workforce and seem to be a breed apart from the rest of your creatures. Imps are created by magic and rely entirely on Mana for sustenance (they don't require food or Lairs). As you are the gracious provider of this Mana, Imps happily undertake any task that you set for them and never complain or become unhappy. Conversely, if you run out of Mana then your Imps may disappear altogether. Keep an eye on Mana reserves when indulging in costly spell casting.

Due to their fragile nature and inherent physical puniness, Imps generally try to avoid combat at all costs. They only step in as a last resort if the Dungeon Heart is threatened.

9.1.1.1 Imp Experience

Imps gain experience based on the number of jobs they have done. Therefore, it is in your interest to ensure that you help keep your Imps out of harm's way and so ensure they reach higher Experience Levels.

Experienced Imps gain certain spells to aid them in their work. Experienced Imps can cast Haste Self and veteran Imps are blessed with the powerful Teleport spell.

> **Note:** Many enemy Keepers will target Imps knowing that, collectively, they are the engine house of your operation. Placing tougher creatures in nearby guard rooms can safeguard your dungeon against an Imp slaughter.

9.1.2 GOBLIN

Attracted By: Lair (minimum 5 tiles)
Job Class: Fighter
Combat Class: Flanker
Spells: None

Goblins represent the staple of any thriving dungeon. Goblins excel at nothing, but are eager and willing to serve, although they may well turn their noses up at research or manufacturing work. In combat, their effectiveness really depends on their numbers; they simply don't have the strength or skills to be considered effective independent warriors but as a pack they can overcome their innate fear of danger.

Possibly due to their size and lack of exceptional skills or maybe just because they're ugly, Goblins have a slight tendency to be picked on by other creatures. They themselves despise Dwarves.

9.1.3 WARLOCK

Attracted By: Library
Job Class: Thinker
Combat Class: Support
Spells: Fireball, Heal Creature, Firebomb
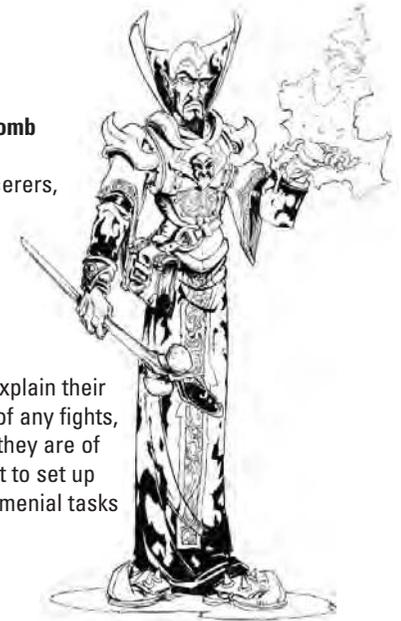
Warlocks are highly intelligent (yet utterly evil) sorcerers, who have been shunned by the Overworld and now seek refuge in the depths of the Underworld. Warlocks are tireless in their quest for knowledge and likely to ally with any Keeper who allows them access to his extensive Libraries.

They shy away from physical contact (which may explain their hatred of Wizards), and prefer to loiter at the back of any fights, hurling fireballs at their lowly opponents. Proud as they are of their intellectual prowess, Warlocks always attempt to set up Lair near Libraries and consider themselves above menial tasks such as manufacturing.

9.1.4 FIREFLY

Attracted By: Lair
Job Class: Scout
Combat Class: Flanker
Spells: Whirlwind
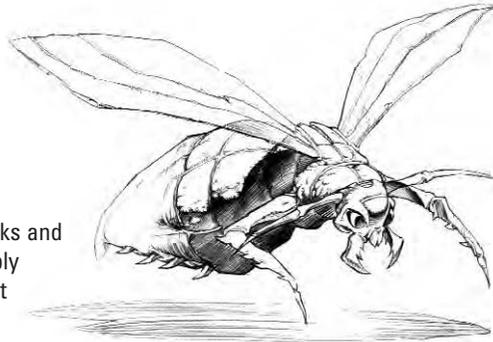
With their own personal light-source, these creatures are adept at exploring all of the nooks and crannies that any expanding dungeon invariably uncovers. They are swift enough to avoid most trouble and can even fly over hostile terrain to get to those hard to reach places.

Fireflies tend to avoid combat as much as possible, although they do make excellent early warning systems.

9.1.5 TROLL

Attracted By: Workshop
Job Class: Worker
Combat Class: Blocker
Spells: None
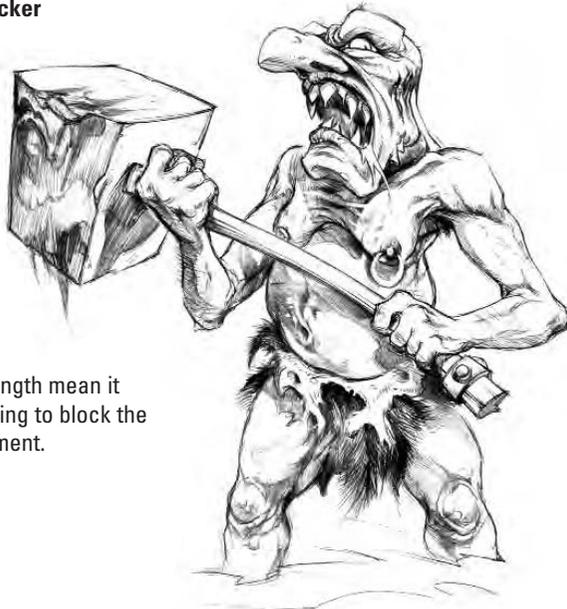
Essentially a manual worker by trade (trolls despise having to do research), the troll is a valuable ally, albeit a very large and ugly one. Its manual dexterity make it ideal for constructing and disassembling items in the workshop, and for disarming enemy traps.

In combat, its great size and strength mean it will take to the front-line attempting to block the progress of an enemy encroachment.

9.1.6 DARK ELF

Attracted By: Guard Room
Job Class: Fighter
Combat Class: Support
Spells: Arrow, Knives, Guided Bolt
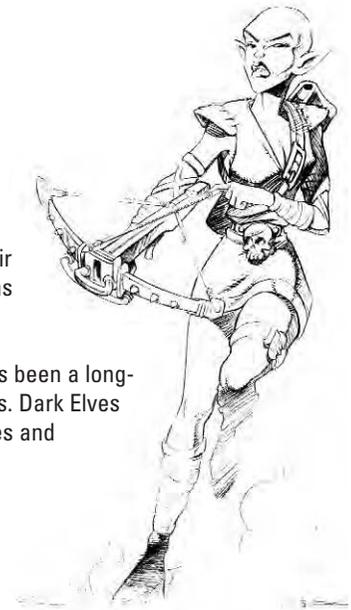
Evolved from a race of Elves who shunned the overland world in favour of the dank dungeons, Dark Elves are intelligent and sophisticated warriors. Their long history of dwelling beneath ground has tuned their senses to impressive levels and higher level specimens are particularly adept with a crossbow at long range.

Since the Dark Elves rejected the Overworld, there has been a long-standing rivalry between Dark Elves and Elven Archers. Dark Elves also harbour an irrational resentment towards Dwarves and positively detest doing research or manufacturing.

9.1.7 SKELETON

Attracted By: Prison
Job Class: Fighter
Combat Class: Blocker
Spells: None
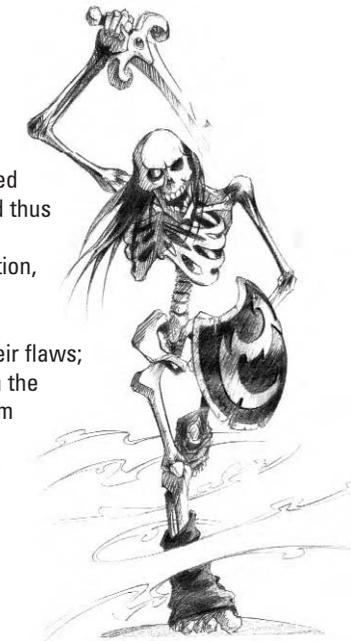
Skeletal creatures animated from the corpses that litter your dungeon. Skeletons are especially well suited to guard duty, as they require neither food nor pay and thus have no need to abandon their post. These mindless magical warriors also lack any sense of self-preservation, and throw themselves into combat without fear.

While they make ideal guards, they are not without their flaws; their brittle structure makes them rather vulnerable on the battlefield and they lack the mental dexterity to perform research work efficiently. Their fearlessness in battle can also be a drawback when presented with stupidly overwhelming odds.

9.1.8 MISTRESS

Attracted By: Torture Chamber
Job Class: Fighter
Combat Class: Blitzer
Spells: Lightening, Freeze, Hailstorm

These leather-clad vixens revel in agony. They love the screams of the tortured and are also partial to a bit of pain themselves. Indeed, a couple of turns spent in the Torture Chamber can do wonders for a Mistress's happiness ratings. Thanks to her insatiable (and unwholesome) appetite for pain, a Mistress is more than likely to hurl herself into any combat situation, no matter how ludicrously small her chances.

Slaves as they are to these unnatural and perverted urges, Mistresses have a desperately low tolerance of fairies and loath any work that is not strictly combat or torture related.

9.1.9 SALAMANDER

Attracted By: Training Room
Job Class: Fighter
Combat Class: Flanker
Spells: Fireball, Spit

Lizard-like creatures that have, over the years, adapted to life surrounded by lava. They are reasonably handy in combat situations (particularly in earlier levels), but their main asset is definitely their immunity to lava. Unfortunately, they are unsuited to work involving research or manufacturing.

Being cold-blooded creatures, Salamanders like their beds warm so tend to lair as close to lava as possible.

9.1.10 ROGUE

Attracted By: Treasury + Casino
Job Class: Scout
Combat Class: Flanker
Spells: Invisible

Stealth and surprise are the watchwords of the Rogue community. Their numbers comprise of cut-throats, brigands, mercenaries and a variety of other undesirables that have good reasons for not returning to the Overworld. They skulk around in the darkest corners of whatever dungeon is prepared to hire them and, when called into combat, never attack an enemy from the front if they can help it.

Similarly, they are loathe to do an honest days work, turning their noses up at the prospect of researching or manufacturing. Leaving them next to unguarded Gold is never a wise move either.

9.1.11 BILE DEMON

Attracted By: Hatchery
(minimum 5x5 tiles)+ Lair
(minimum 9 tiles)+ Workshop (3X3 tiles)
Job Class: Fighter
Combat Class: Blocker
Spells: Gas Cloud, Gas Missile

Bile Demons are huge, disgusting and gluttonous creatures cursed with notoriously poor control of the most rudimentary bodily functions. Their primary use is combat, a field in which their success owes more to their hefty bulk than to any particular combat skills. However, they do also have basic construction skills so can be put to work in the Workshop.

Bile Demons, not best known for their intellect, loathe researching. They also have an ongoing antipathy towards Skeletons and Giants. If possible, they'll set up their beds in the proximity of a Hatchery to avoid having to waddle too far for food.
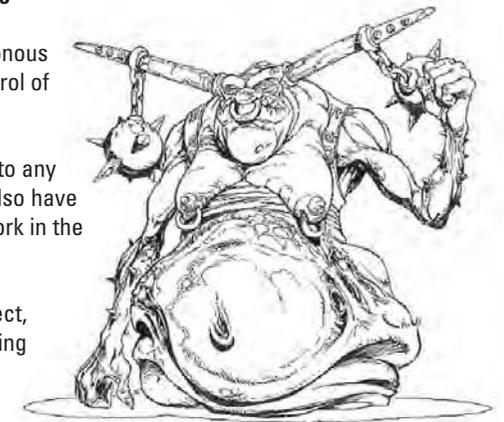
9.1.12 VAMPIRE

Attracted By: Graveyard
Job Class: Thinker
Combat Class: Blitzer
Spells: Slow, Drain, Raise Dead

Lords of the Undead, Vampires are created from the decaying souls of slain creatures and humans. Amongst their skills in combat, Vampires have the ability to hypnotise enemy creatures into temporarily switching sides.

Although not completely immortal, Vampires can only be eternally 'laid to rest' by Monks (hence their unbridled hatred of the shaven-pated holy ones). Each time a Vampire is slain, it loses an experience Level before re-incarnating in the Graveyard. If you are not in control of a Graveyard when a Vampire is slain, or if the Vampire is Level 1, then it is lost for good.

9.1.13 BLACK KNIGHT

Attracted By: Combat Pit
Job Class: Fighter
Combat Class: Blocker
Spells: None

Having spurned the righteous callings of decency and chivalry, Black Knights are now solely dedicated to the cause of pure evil, making them sworn enemies of Knights and Kings alike. Warriors through and through, Black Knights detest any from of work that doesn't involve the repeated and bloody use of their trusty sword. Their sturdy plate armour allows them to survive prolonged and sustained punishment in combat and their great strength and bravery means they gleefully join the front ranks in any potential bloodbath.

9.1.14 DARK ANGEL

Attracted By: Temple (Minimum 5x5 tiles)
Job Class: Fighter
Combat Class: Blitzer
Spells: Disruption, Hailstorm, Skeleton Army,

Once-divine creatures now fallen from grace, Dark Angels make for fearsome allies on the battlefield. They have exceptional strength, as well as the ability to summon skeletal hordes at will.

Unsurprisingly (given their history), Dark Angels have a deep-rooted hatred of Monks, and they also extend these ill feelings to Fairies. However, in deference to their spiritual background, they do like to establish their Lairs as close to Temples as possible.

10.0 MANA AND KEEPER SPELLS

10.1 MANA

Mana is the life force of your dungeon, the source of power for all of your Spells, Traps and magical creatures. Maintaining your Mana levels is crucial to your success and you should, at all times, keep a close eye on your Mana stockpile.

> **Note:** The amount of Mana you can store is restricted by the limited capacity of your Dungeon Heart.

10.1.1 HOW MANA IS GENERATED

There are four basic ways in which you can generate Mana.

10.1.1.1 Claimed Territory

As every Dungeon Keeper worth his salt knows, the key to success and dominance is territory. Each tile you claim generates Mana for you, so the more land you bag, the more Mana you'll receive.

> **Note:** Room tiles generate the same amount of Mana as claimed but undeveloped tiles.

10.1.1.2 Temple Prayer

Every time a creature gets spiritual and prays in one of your Temples, it generates Mana. The amount generated depends on the creature's Job Class (Thinkers generate the most, Fighters the least). Converted enemy creatures produce twice as much Mana as friendly creatures when they pray in the Temple.

10.1.1.3 Mana Vaults

As you explore the terrain surrounding you dungeons, you may come across large, blue reservoirs. These are Mana Vaults, natural reserves rich in the spiritual resource. These tiles may not be built upon, but they do provide a constant supply of Mana to the first Keeper to claim them.
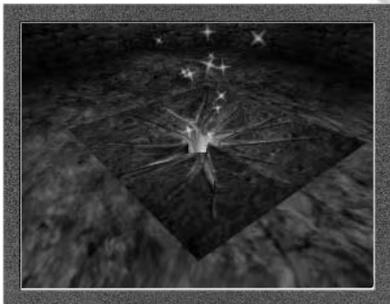
10.1.1.4 Increase Mana Special
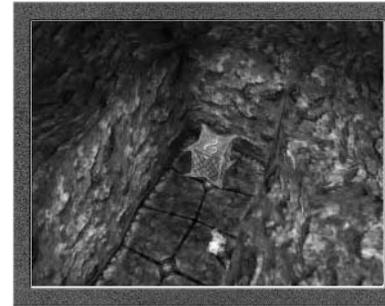
A special bonus that gives your Mana reserves a welcome boost.

10.1.2 HOW MANA IS USED

Essentially, Mana is a source of energy, which powers your magical Creatures, Spells and Traps. Many of these assets require Mana for maintenance, regardless of their current activities, so you should expect a fairly constant drain on your reserves.

10.1.2.1 Sustaining Imps

An absolutely fundamental part of your workforce (see the *Imps* section 3.5), Imps require a constant supply of Mana to function. The Dungeon Heart always provides enough Mana to sustain your four Imps, but any additional ones that you create (See Keeper Spells 10.2) feed from your Mana reserves.

10.1.2.2 Sustaining Horny

A veritable powerhouse of mystical energy, Horny is a massive drain on your Mana resources. Summoning him requires vast amounts of Mana initially, and there's also a hefty charge for keeping him in your dungeon. You have been warned.

10.1.2.3 Casting Spells

Every time you cast a Spell (see the *Spells Panel section 6.1.5*), a one off payment is immediately drawn from your Current Mana. Spells that remain open indefinitely (i.e. Summon Horny and Possession) will remain open at no charge for a fixed amount of time after the initial payment, and then incur a Mana charge every turn.

10.1.2.4 Traps

Mana is used to power up and activate all of your Traps. Not only do Traps use Mana for each individual firing; some of them also require maintenance every turn, which incurs an additional cost. Ouch.

10.1.2.5 Dying in Possession

Possessing one of your servile lackeys costs Mana (see the *Possession* section 15.0). 'Dying' whilst in possession of another Creature's body isn't nice. Expect to be taxed severely should you let it happen.

10.2 Keeper Spells

As Keeper, you have a ferocious collection of awesome spells potentially at your disposal. Many of these spells will not become available until later levels but ensuring you have a good-sized Library gives you the best chance of gaining any spells on a particular level.

If used wisely, Keeper spells will benefit you no end and have devastating effects on those who seek to defile your Dungeon Heart.

Note: The majority of Keeper Spells may only be cast on your own land but, as you progress, you'll discover spells that may be cast anywhere

10.2.1 TO CAST A KEEPER SPELL

1. **Click** on the Spells Icon on the Panel Bar of the Control Panel. Then **click** on the spell of your choice.

2. Now move the Hand of Evil to the point on the Dungeon View where you wish to cast the spell. Note that the spell icon appears alongside the Hand of Evil.

3. **Click** and the spell is cast.

If you try to cast the spell over a forbidden area, or if you don't have sufficient Mana, the Spell Icon changes:

Move the Hand of Evil so that the icon changes back to its active state. Now you may cast your selected spell.

10.2.2 CREATE IMP

Imps are your magically created workforce, your thoughts made flesh. They are your eyes, ears and hands in the world, changing the environment to meet your grand designs. They are also very cute in a strange sort of way. The Create Imp spell enables you to expand your workforce, provided you have the territory (and thus the Mana) to maintain it.

10.2.3 THUNDERBOLT

One of your simpler offensive spells, Thunderbolt hurls down a bolt of electrical energy on an enemy creature that has had the gall to enter your domain.

10.2.4 POSSESSION

Use the Possession spell to take up residence in the body of one of your Creatures. For more information, refer to the *Possession* section 15.0.

10.2.5 HEAL

Use this spell to grant new health and vitality to battered troops. Cast this on a particular creature to replenish their Health. Healing ailing creatures can change the odds dramatically in small skirmishes.

10.2.6 SIGHT OF EVIL

This cunning incantation allows you to view areas of terrain that are still clouded by the Fog of War.

10.2.7 CALL TO ARMS

Cast this spell to have your Creatures drop everything and assemble under your War Banner for the mother of all battles.

10.2.8 TREMOR

Tremor causes whole areas of land to shake uncontrollably. If used wisely, it can go a long way in weakening your enemies' defences, but be warned that this spell has a detrimental effect on all creatures, striking fear throughout the ranks of those so affected.

10.2.9 TURNCOAT

Take control of one of your enemy's creatures and have it wreak havoc within its own ranks. Particularly effective when cast in the centre of enemy raiding parties.

10.2.10 SUMMON HORNY

This is the spell by which you summon the Horned One to arms. Although he may only be invoked on your own land, he will waste no time in heading straight for the enemy and getting stuck in (providing, of course, that there are no chickens around!).

10.2.11 CREATE GOLD

Money too tight to mention? This spell dumps a pile of wealth in the spot where it is cast. You can then use the Hand of Evil (see *Hand of Evil* section 3.7) to grab the cash and deposit it in your Treasury.

Note: Make sure you cast this spell on land that has been claimed by you, otherwise you cannot pick up the resultant pile of gold.

10.2.12 INFERNO

A massive fire explosion that radiates out from the point at which it is cast, causing extensive damage to creatures. Burn baby, burn!

10.2.13 CHICKEN

Transform an enemy creature into a chicken for a limited period of time, thus temporarily removing it from the field of combat and making it a possible candidate for one of your creatures' 'lunch'.

11.0 TRAPS AND DOORS

11.1 Traps

As you progress through the dank realms of *Dungeon Keeper 2*, you'll discover many varieties of devious and dastardly devices, all researched with express purpose of maiming and incapacitating pesky intruders. Place your Traps using every ounce of your cunning in strategic locations throughout your dungeon.

As they become available, Traps appear in the Workshop Panel (see the *Workshop* section 8.1.8). From here they can be dragged into the Dungeon as blueprints. Once you have placed the blueprint for a trap, the creatures in the Workshop add the trap to the bottom of their list of items to be built. They build them in the order that you place down the blueprints so make sure you prioritise your dungeon improvements.

Once construction is complete, imps drag the finished trap to the site of the blueprint where it is installed.

Each time you place a blueprint for a trap into the dungeon, a cost in Gold is incurred, depending on the type of trap.

11.1.1 TRAP CHARGING

Each Trap has a charging period between shots. This varies, depending on the type of Trap.

11.1.2 TRAP VISIBILITY

As a general rule, Traps are invisible to enemy players. When triggered by enemy creatures, they appear and release their vicious payload. During their period of re-charging, Traps remain visible to enemy players and are likely to come under attack. Any creatures that are attacking a trap while it returns to its invisible state may to continue to do so. Hence, you should be constantly aware of whether your Traps are currently visible or invisible.

11.1.3 MANA COST

There are two **Mana** costs associated with Traps. There's a maintenance charge per turn for every active Trap that you currently own. There's also a firing charge - a one-off cost incurred every time a Trap is fired. This one-off charge is dependent on the type of Trap.

11.2 Trap Types

11.2.1 SENTRY

Damage Minimal
Cost 1000

A squat cannon that fires bolts of magical energy at approaching enemy creatures.

11.2.2 FEAR

Damage None
Cost 750

This trap exudes the stench of impending and inevitable death. It instils an almighty sense of dread in intruders, who (the odd fearless warrior aside) invariably turn on their heels and flee.

11.2.3 ALARM

Damage None
Cost 500

The alarm trap watches for any sign of intruders and, when triggered, immediately alerts you to the presence of hostile creatures.

11.2.4 GAS

Damage Small
Cost 600

Any enemy creature unfortunate enough to walk over a gas trap releases a bilious cloud of noxious fumes that envelop a wide area around the trap. Any creatures caught in this will take damage.

11.2.5 GUARD POST

Damage N/A
Cost 300

The Guard Post alerts your creatures to the presence of unwanted intruders. Any friendly creatures in the vicinity will rush to investigate.

Note: If you look on the Dynamic Map view you can see the 'Sphere of Detection' for each Guard Post. In this way you can ensure that all-important areas are afforded the security of your sentries' watchful eyes and ears.

11.2.6 SPIKE

Damage Average
Cost 750

One of the more immediate Traps available to you, the spike trap houses an array of needle-sharp metal spike that impale any creature unlucky enough to tread on it.

11.2.7 TRIGGER

Damage None
Cost 300

This trap is used to set off other Traps that are out of range, or to set off a number of Traps all at the same time and at the same target.

If positioned wisely, **Trigger Traps** enable you to co-ordinate your other Traps to launch fearsome multiple offensives on single enemy targets.

- **Positioning a Trigger Trap** – A trigger trap only triggers the item on the next tile so for you to effectively trigger a trap four tiles away from the target point you need to place 4 Trigger Traps as shown here
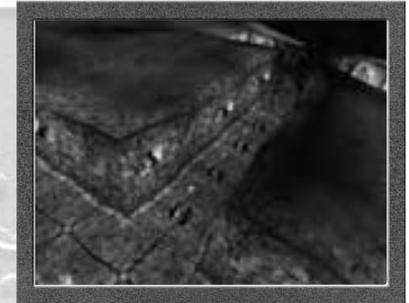
11.2.8 BOULDER

Damage Substantial
Cost 1500

Any creature coming within the range of this trap soon witnesses the bowel-loosening rumblings of a large chunk of rock bearing down upon them. Some of the Dungeon's swifter creatures may be able to outrun boulders, but most will be forced to side-step out of the way if they're to avoid getting flattened.

Note: Mining long rat runs around your dungeon creates the ideal environment for boulder traps. Though your creatures won't set off a Boulder Trap they can still be squashed like flies if an enemy has activated a Boulder Trap. Take care of your creatures, Keeper!

11.2.9 FREEZE

Damage — **None**
Cost — **1500**

If a group of enemy creatures comes within range of this trap, then an icy blast of freezing magic explodes and paralyses them. Creatures caught within this blast are unable to move or fight. As an added bonus, any creature that is low on health when caught in a **Freeze Trap** shatters and, thus, perishes.

Of course, Frozen creatures are sitting ducks and a few well-placed blows from one of your minions could very well shatter the unfortunate intruder into a thousand pieces.

11.2.10 LIGHTNING

Damage — **Substantial**
Cost — **3000**

This trap sends bursts of magical lightning towards the enemy, striking them from afar.

Note: The effect of a **Lightning Trap** is more potent if the targeted creature is in water when it is struck. Place this trap near watery areas of your dungeon for that unforgettable bath-time experience!

11.2.11 FIREBURST

Damage — **Devastating**
Cost — **6000**

The Granddaddy of the trap world; this extravagantly priced gadget emits a blast of magically powered fire in an expansive radius. Any enemy creatures caught within the Fireburst can expect to take some serious punishment.

11.3 Doors

Doors serve two main purposes within your Dungeon. Primarily, they are a defence against your enemies, but you may also use them to control the movements of your own creatures. Doors must be laid down on a claimed tile and between two walls.

11.3.1 LOCKING AND UNLOCKING DOORS

Enemy creatures are unable to open any of your Doors (they may well be able to kick them down), but friendly creatures may pass through any Door, providing it is not locked. Should you wish to prevent any of your creatures from entering rooms, locking the Door will bar access to that room.

11.3.1.1 To lock/unlock a door

Move the Hand of Evil over the face of the door. It becomes highlighted (pink). **Left-click** to lock the door. A padlock and chain appear across the face of the door. **Left-click** again, to unlock the door. The padlock and chain disappear.

Note: If creatures are locked out of areas they need to get to for food or rest, they quickly (and naturally enough) become unhappy. If left, they become angry. An angry creature will do everything in its power to leave your Dungeon, so ridding itself of your incompetent management skills.

11.4 Door Types

11.4.1 WOODEN

Cost: 500
Resilience: low
Quick and easy to build, but unable to sustain much damage, the Wooden Door is ideal for controlling the traffic of your own creatures.

11.4.2 BRACED

Cost: 1000
Resilience: Average
A reinforced Wooden Door, capable of sustaining moderate attacks.

11.4.3 STEEL

Cost: 1500
Resilience: Very High
A sturdy, portcullis style Door that will withstand prolonged attack, granting you enough time to assemble a basic defence.

11.4.4 MAGIC

Cost: 6000
Resilience: High
This work of art is tougher than any other door your workers can manufacture. The magical sting in the tail is the fireballs that spit from its surface when it is under attack.

11.4.5 SECRET

Cost: 3000
Resilience: High
This is mysteriously cloaked from the sight of enemy whilst being clearly visible to you and your creatures. Ideal for rooms you do not want the enemy to find.

11.4.6 BARRICADE

Cost: 400
Resilience: Average
This hefty blockade prevents any land-based creatures (including your own) from passing, and may be placed anywhere in the dungeon. Flying creatures and projectile attacks can pass over the Barricade.

12.0 CREATURE SPELLS

Many of your creatures have magical spells at their disposal; their repertoire will burgeon as their experience increases.

12.1 Spells

12.1.1 FIREBALL

A ball of flame that inflicts fire damage on anything it hits. For use on single targets only.

12.1.2 FIREBOMB

A fireball that explodes on impact, damaging anything in the local vicinity.

12.1.3 FREEZE

Turns the targeted creature to ice. The unfortunate peon is then held in suspended animation until it thaws. While it causes no damage in itself, the *Freeze* spell does leave the target pitifully defenceless and open to attack. It can make a fair fight decidedly unfair!

12.1.4 LIGHTNING

Harness Nature's own electrical energy and unleash a ferocious bolt of lightening with which to fry your opponents.

12.1.5 GAS CLOUD

A toxic and potent combination of unholy vapours that causes damage to any enemy foolish enough to breathe it in. The nauseous cloud slowly expands as it dissipates.

12.1.6 GAS MISSILE

A long range missile that explodes on impact and immediately emits a rip-snorting Fart.

12.1.7 GUIDED BOLT

A magical arrow capable of locking onto, and tracking, its target. Although the Guided Bolt is flawlessly accurate, it may fail to reach its target if hindered by a wall or other obstacle.

12.1.8 SLOW

A cunning, web-like spell that reduces the target creature's speed, giving him or her a distinct disadvantage in combat. If the creature is currently under the Haste Creature spell, Slow nullifies its effects and returns the creature to 'normal speed'.

12.1.9 GRENADE

A small, handheld explosive device thrown in the direction of the target. It explodes on impact with any damageable object except a wall, and affects creatures in its blast area. If it fails to impact with a recognised target, it explodes at the extent of its range.

12.1.10 DRAIN

Vampirism for the masses! This spell saps the enemy's lifeforce and strengthens your own. Drain removes a percentage of the target's health and heals the caster by a proportionally similar amount.

12.1.11 HAIL STORM

Rain down icy terror on your target with a Hail Storm so powerful that it can rip smaller targets to shreds.

12.1.12 ARROW

A standard ranged attack that keeps on truckin' until it hits an obstacle or, better still, a living creature!

12.1.13 WHIRLWIND

Sends forth a spiraling wind of destruction. Which picks up any creatures in its path.

12.1.14 HASTE CREATURE

Increases the overall speed of a friendly creature

12.1.15 HEAL CREATURE

Cures wounds and restores the health of a friendly creature. Used by Support creatures to ensure that ailing front line troops remain fighting fit.

12.1.16 ARMOUR

Bolsters the defence characteristics of a friendly creature, enabling him to withstand greater amounts of damage than normal.

12.1.17 INVISIBLE

Renders the caster of the spell invisible. Therefore allowing the caster to slip,undetected,past enemy troops free to commit all manner of dastardly deeds.

12.1.18 KNIVES

Sends a shower of razor-sharp knives hurtling towards your target

12.1.19 RAISE DEAD

Temporarily transforms any humanoid corpses in the casting area into Skeletons. Once raised, these act as regular Skeletons, fighting for whichever side has raised them. Of course, they fall back into a lifeless pile of bones as soon as their task is complete or their time limit runs out.

12.1.20 SKELETON ARMY

Similar to the Raise the Dead spell but doesn't require dead bodies. When the spell is cast, a skeleton army of up to three skeletons rises from the ground to fight for the caster.

12.1.21 HASTE SELF

Available only to experienced Imps, Haste Self increases the overall speed of the caster.

Note: Your Imps cast this automatically. An Imp so blessed has blue-green streaks behind him.

12.1.22 DISRUPTION

A fearsome projectile of bubbling, flesh-disrupting energy. The Dark Angel is the creature most likely to gain this Spell.

12.1.23 SPIT

A short range projectile attack of burning saliva. It causes all but the most fearless of creatures to wince in disgust, then pain, as the noxious substance eats through their epidermis.

12.1.24 TELEPORT

Any Imp with this spell can teleport its way out of danger or to a job site. Most useful.

13.0 COMBAT

As your dungeon expands and gains infamy and notoriety, the more likely it becomes that Heroes and enemy Keepers are making designs on your admirably hideous domain. Sooner or later, violence inevitably erupts as your dungeon comes under attack from the forces of Good and/or rival Keepers.

13.1 Fight!

As soon as a fight breaks out, an icon appears on the Panel Bar. **Right-click** on the icon or press the **F** key to head straight for the action.

- To select any of your creatures, **click** on or beside their number in the Panel Bar.

- To zoom to any of your creatures, **right-click** on or beside their number in the Panel Bar.

13.2 Enemy Health

Enemy creatures display Creature Flowers, very much like your those of your own minions. These are coloured coded, and are easily differentiated from those of your own troops. Use the enemy Creature Flowers to gauge the health of your adversaries.

13.3 Fear and Threat

Whether or not your creatures choose to enter into combat depends largely on their assessment of the situation. If a creature is pessimistic about its chances of survival in a fight, it attempts to retreat. Similarly, if a creature is low on health, it attempts to return to its Lair to recuperate.

13.3.1 FEAR

Creatures become fearful when they realise that their chances against an enemy are slim. This may be because a creature is aware that it is no match for the opposition (i.e. it is outnumbered or unable to compete with the enemy's strength / skills) or because it is low on health and needs a break. Either way, a creature afflicted by fear does all in its power to escape the threat.

Note: If a creature is running away for a good reason (e.g. its health levels are critical), slapping it back into combat is very likely to bring its life to a premature and rather pitiful conclusion.

13.3.2 THREAT

It's not just enemy creatures that present a threat to your minions. Your creatures may become fearful of enemy traps, spells and even rooms. If the threat presented is of sufficient magnitude, then your creature will do everything in its power to escape. Groups of creatures represent a greater threat than individuals and large creatures are more threatening than smaller creatures.

13.4 Tactical Battle

Should your creatures encounter an enemy threat, they may well choose to engage in combat but, without your glorious leadership and direction, your creatures are vulnerable to mass slaughter and, ultimately, defeat.
Taking into account the Combat Class of your creatures (see *Fighter Types* below), you should position them in such a way as to maximise their effectiveness against the enemy. Co-ordinate your Blockers, Blitzers, Flankers and Support troops to wreak devastation and havoc in the enemy ranks.

13.5 Fighter Types

Each of your creatures is assigned a Combat Class (see the *Creatures* section 9.0). This determines how each creature is best used in battle.

13.5.1 BLOCKER

Blockers are ideal for defending vital areas of your dungeon. In combat situations, they don't storm in on the offensive, but rather hold their position in an attempt to prevent enemy troops from gaining ground.

13.5.2 BLITZER

Blitzers are ideally suited to offensive strikes. When confronted with enemy troops, Blitzers storm towards the front line in an attempt to break through and reach the enemy support creatures. Once the enemy support has been disabled, they turn their attentions back to the other creatures.

13.5.3 FLANKER

Flankers attempt to position themselves behind the enemy targets, where they can then let rip and inflict the maximum damage possible.

13.5.4 SUPPORT

Support creatures are generally unsuited to physical, hand-to-hand combat, but their ranged attacks are ideally suited to providing cover and support to the Blitzers and Flankers.

14.0 ADVANCED STRATEGIES AND TACTICS

DO NOT READ THIS SECTION IF YOU WANT TO EXPERIENCE THE JOY OF DISCOVERY THAT COMES WITH KEEPER EXPERTISE. IF YOU'VE JUST TAKEN A HAMMERING IN A MULTIPLAYER GAME AND NEED SOME TOP TIPS FROM THE BRAINS AT BULLFROG™, READ ON!

This section is designed to help you on your way to becoming a world-beating Keeper. Follow these tips to improve your Dungeon management skills and instil fear and dread in the hearts of all those who may be foolish enough to cross you…

14.1 GENERAL

Use Sight of Evil to reveal areas before digging out blindly and opening up your dungeon to marauding invaders.

At the beginning of each realm, start building as many rooms as possible and fortify your dungeon with traps. Don't forget to keep a watchful eye on your Gold levels though.

Keep expanding your dungeon. Don't wall yourself in, as there are plenty of things to find. Don't expand so fast that you leave yourself exposed, however.

You can never have too much gold. Gold means more rooms, traps and above all happy well paid minions. Gold also often acts as a hint where to travel in the level.

Keep an eye on your Mana levels, as it's all too easy to waste it all on frenzied spell usage. Remember: no Mana means no traps will work and no spells can be cast. Plus your Imps might start to vanish.

14.2 ROOMS

Not all rooms have to be large and sprawling. A well-placed line of room tiles along a reinforced wall will allow the creatures to work and take up less space.

Use Impenetrable Rock as walls for rooms whenever you can, as they don't need reinforcing and cannot be tunneled through.

Wherever possible, make good use of Prisons and Torture Chambers. They are an excellent way to increase your vile army at the enemies' expense.

Establish 'killing zones' so that combat doesn't always take place in your vital rooms. These areas should allow access to your dungeon but be heavily defended by Traps and Guard Rooms.

14.3 TRAPS

Use Traps for defence wherever possible. They are better (and more expendable) than creatures as a form of dungeon defence.

Use Fear Traps to delay attacks on your Dungeon.

Don't just use Sentry Traps on their own. Place a line of other Traps or Barricades in front of them to prevent the enemy from just waltzing straight up to them.

Multiple Trigger Traps used in liaison with Boulder Traps work wonders in turning the Hordes of Good into a nasty mess on your Dungeon floor.

Boulders aren't just defensive. They can be used to batter down Magic Doors without getting your creatures shot. Just slap the Boulder towards the door and let physics do the rest.

14.4 COMBAT

Use a good mix of Blockers and Support creatures when attacking. This sort of advanced tactic reaps dividends.

Use Possess Creature spell to draw enemy creatures into an ambush.

Don't use obvious attack routes when you are ready to attack the enemy.

If you have to drop creatures in front of approaching heroes drop Goblins and Mistresses at the front, as the speed at which they recover from being stunned will allow them to protect your slower to get up creatures.

If the battle is taking place on your terrain then once it has been joined, drop a couple of Blitzers behind the enemy. This will allow them easy access to the enemy Support creatures.

Do not assume that you will automatically win a battle just because you have more minions. Watch battles closely and be prepared to use your spells to aid them.

14.5 SPELLS

Thunderbolt is one of the most useful spells in the game. It is most effectively used to stun a creature before it can get its attack away. It can also be used to deliver the coup de grace on a seriously wounded creature.

Target the enemy creatures in the middle of their group with the Turncoat spell. This will allow them to take maximum damage as they are suddenly surrounded by their former friends and battered senseless.
If you have to drop creatures next to enemy creatures hit the enemy with Thunderbolt to stun them.

15.0 POSSESSION

Seize control of the body, mind and soul of one of your creatures and get stuck into the action at a 'grass roots' level. To Possess a creature, **click** the Possess Creature spell in the Spells Panel (see the Spells Panel section 6.1.5).

Whenever you choose to bless a creature by inhabiting its body, it benefits with increases to its attack and defence skills. There is a Mana cost incurred all the time you possess a Creature, the amount depending on the Creature's relative strengths.

15.1 The First Person View

Health Bar   Gold Counter
Mana Counter
Creature Type
Creature Spells (Highlighted =Selected Spell)
Creature Abilities
Group Mode Indicator   Creatures in your Group

Once you have possessed a creature, you view the game from that creature's perspective (See above Screenshot). The Type of Creature you have possessed is displayed on screen, along with its available spells and current health. Your current Gold and Mana levels are also displayed.

15.1.1 WHY POSSESS A CREATURE?

- Scout uncharted areas of the Underworld.
- Utilise creatures' special abilities as well as their spells, first hand.
- Boost the possessed creature's attack and defence skills.
- Lead a group of your creatures in combat.

15.2 First Person Controls

Use the following keys when in Possess mode.

Move forward and back:	Arrow Keys **UP**/**DOWN**
Strafe L/R (sidestep):	Arrow Keys **LEFT**/**RIGHT**
Look up/down and change direction:	Move **Mouse**
Use your selected weapon:	**Left-click**
Pick Lock/Disarm/Jailbreak	**NUM 0**
Fire	**SPACE**
Creep	**CTRL**
Run	**SHIFT**
Toggle Sniper Mode	**Insert**
Possessed Melee Select	**1**
Possessed Spell Select 1	**2**
Possessed Spell Select 2	**3**
Possessed Spell Select 3	**4**
Possessed Primary Ability	**5**
Possessed Secondary Ability	**6**
Possessed Group Select	**7**
Remove From Group	**CTRL** + **G**

Note: Different Creature types have different abilities when it comes to running and creeping. The bloated Bile Demon, for example, lacks the dexterity to run or creep effectively, while the Dwarf is inept at running but excels at creeping. Experiment with possessing Creatures to determine the best Creature Type for the job in hand.

15.2.1 EXITING A POSSESSED CREATURE

Right-click to leave your Creature's body and return to the Dungeon View.

15.3 Controlling Other Creatures in 1ST Person

Whilst in possession of one of your minions, you can retain some control over other creatures. This can be very useful if you want to lead a group of your minions on a daring mission inside enemy territory. With you at their fore, creatures are much more willing to follow.

15.3.1 FORMING A GROUP

Press the Possessed Group Select button (**7**).
Now, use the Mouse look feature to highlight the creature you want to join your group. **Click** when the creature is highlighted. The creature is now compelled to join your party and will attack anything that you attack.

- You can check how many creatures you have with you on the Info bar within the 1st Person screen.

Press **CTRL** + **G** to release any creatures that are following you

Note: Unhappy or angry creatures may choose to ignore your commands. Due to his magical nature, Horny cannot be possessed.

15.4 Special Creature Abilities

These are only available if you possess a creature, and can definitely give you the upper hand in many situations. You may also use any creature spells the possessed individual has gained.
Primary ability:5
Secondary Ability (If applicable): 6

15.4.1 BILE DEMON

Primary Ability: Dwarf Chucking. This fat bloater can indulge in a spot of Imp and Dwarf throwing. Clearly, a projectile of this size can do goodly amounts of damage to any target hit but the unfortunate, unwilling projectile may perish in the process.

15.4.2 DARK ELF

Primary Ability: Sniper mode. The Dark Elf's eyesight is so keen that even in the depths of a dark dungeon he can zoom in on his targets. This enables him to take extra potent pot shots at unfortunate enemies.

Toggle Sniper Mode: Insert

15.4.3 VAMPIRE

Primary Ability: Change into Bat. In bat mode the Vampire appears as such to enemy Keepers, and can fly around in the same way as a Firefly does. Very useful for stealthy scouting missions.

Secondary Ability: Hypnotise enemy creature. Kings, Imps, and Horned Reapers are not affected due to their strong or plain psychotic nature.

15.4.4 FAIRY

Primary Ability: Pray (see Monk below).

15.4.5 ROGUE

Primary Ability: Cloaking. Sneak into enemy dungeons, appearing to enemy keepers as one of their Rogues. In order to do this; the rogue must be standing on a tile of the enemy's land that he wishes to imitate. Hit **5** and he will cloak.

Note: Guards can sniff Cloaked Rogues out and if your Rogue steals Gold from another Keeper's treasury he will be quickly discovered.

15.4.6 GIANT

Primary Ability: Dwarf Chucking (See Bile Demon 15.4.1).

15.4.7 ELVEN ARCHER

Primary Ability: Sniper mode (See Dark Elf 15.4.2).

15.4.8 THIEF

Primary Ability: Cloaking (See Rogue above).

15.4.9 MONK

Primary Ability: Pray. Praying replenishes a Monk's health as well as healing any friendly creature within the Monk's range of perception. To exit prayer mode, press **5** again.

Note: The Monk is vulnerable to attack when praying (much like a stunned creature).

16.0 OPTIONS

This section covers the all of the various options featured in *Dungeon Keeper 2*. These include the opening menu screens (Front End Options) and the In-Game Options. Default options are listed in **bold**.

16.1 Front-End Options

The Main Menu gives you the following options: SINGLE PLAYER GAME, MULTIPLAYER GAME, MY PET DUNGEON, OPTIONS, EXTRAS, QUIT.

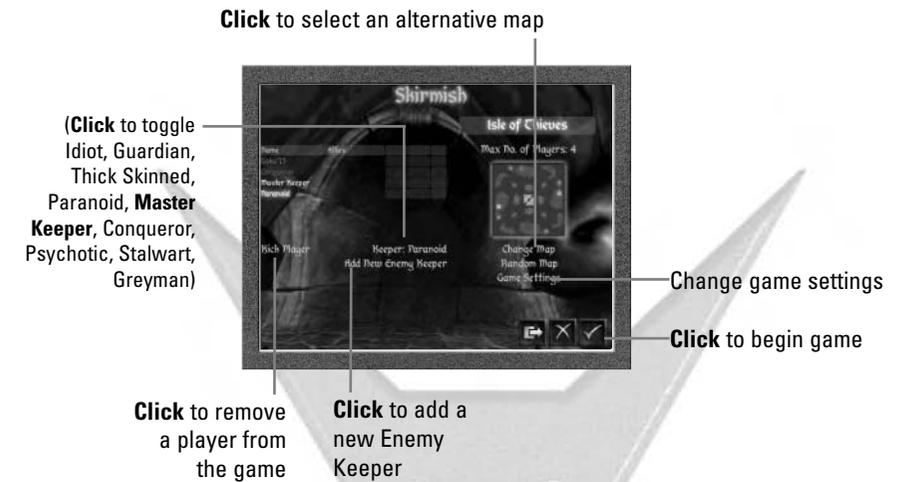### 16.1.1 SINGLE PLAYER GAME

16.1.1.1 New Campaign

Begin a new Campaign game. Once you have selected this option, **click** on the CROSS to return to the previous screen or **click** the Tick to confirm your choice.

16.1.1.2 Continue Campaign

Continue a previously started campaign.

16.1.1.3 Skirmish

Select this option to begin a Skirmish game.

Click to select an alternative map

(**Click** to toggle Idiot, Guardian, Thick Skinned, Paranoid, **Master Keeper**, Conqueror, Psychotic, Stalwart, Greyman)

Change game settings

Click to begin game

Click to remove a player from the game

Click to add a new Enemy Keeper

16.1.1.4 Load Game

Select this option to load a previously saved game. **Click** on the name of the game that you wish to load from the list available and **click** on the tick icon to confirm.

16.1.2 MULTIPLAYER GAME

Select a means of play from the following:

- Winsock TCP/IP Internet Connection

- IPX Connection for DirectPlay

- Internet Dungeon Watch

Once you have selected an option, **click** on the tick icon to proceed.
Note: For more information on Multiplayer mode, please refer to the *Multiplayer* section 19.0.

16.1.3 MY PET DUNGEON

Select the level you wish to play, (unavailable levels cannot be highlighted), then **click** the tick icon to proceed. For more information, see the *My Pet Dungeon* section 18.0.

Select this option to alter your configuration for Graphics, Sound or Control.

16.1.4.1 Graphics Options
- Water Translucency (toggle ON/OFF)
- Environment Mapping (toggle ON/OFF)
- Hardware Acceleration (toggle ON/OFF)
- D3D Device (toggle)
- Resolution (toggle 400x300, 512x384, 640x480, 800x600)
- Gamma (adjust using slider) - only avaliable with some graphic cards
- Shadow Detail Level (adjust using slider)
- Graphics Options (toggle LOW/MEDIUM/HIGH)

16.1.4.2 Sound Options
- Master Volume (adjust using slider)
- Voice Volume (adjust using slider)
- Music Volume (adjust using slider)
- SFX Volume (adjust using slider)
- Sound Quality (toggle LOW/MEDIUM/HIGH)
- Speaker Configuration (toggle STEREO/HEADPHONES)
- QSound (toggle ON/OFF)

16.1.4.3 Control Options

To define your key commands:

1. Select an action (use the slider to scroll down the list).

2. At the prompt, press the button on your keyboard that you wish to assign to that action.
- Mouse Sensitivity (adjust using slider)
- Invert Mouse (1st Person) (toggle ON/OFF)
- Game Speed (adjust using slider)
- Scroll Speed (adjust using slider)

- Today's Top Keepers
- View Movies
- DK3 Trailer
- Credits

Select this option to exit *Dungeon Keeper 2* and return to Windows.

16.2 In-Game Options

To access the In-Game options either:

- Press ESC

- **Click** on the Options Icon on the Dynamic Panel Map (see Dynamic Panel Map 6.1.7)

Select this option to view the mission briefing for this level.

Select Game Options to access options for Graphics, Sound, Control and Cameras.

16.2.2.1 Graphic Options
- Water Translucency (toggle ON/OFF)
- Environment Mapping (toggle ON/OFF)
- Graphic Options (toggle LOW/MEDIUM/HIGH)
- Shadow Detail Level (adjust using slider)

16.2.2.2 Sound Options

These options are identical to those found in the Front End Options (see the *Front End Options* section 16.1)

16.2.2.3 Control Options

- Game Speed (adjust using slider)
- Scroll Speed (adjust using slider)
- Sensitivity (adjust using slider)
- Invert Mouse (First Person View) (Toggle **OFF**/ON)
- Alternative Scroll (toggle **OFF**/ON)
- Define Keys
- Message Tabs (Toggle OFF/**ON**)
- World Tool Tips (Toggle OFF/**ON**)

Note: For information on Defining Keys, see the Control Options within the *Front-End Options* section 16.1.

16.2.2.4 Define User Cameras

This option allows you to customise camera angles and save them for use at any time. Firstly, select the camera you wish to adjust (**User Camera 1**,**2** or **3**). At the prompt, use the keyboard to adjust the camera tilt and zoom:

Movement	Keyboard
Roll Left	CTRL + INSERT
Roll Right	CTRL + DELETE
Yaw Left	CTRL + PAGE UP
Yaw Right	CTRL + PAGE DOWN
Pitch Up	CTRL + HOME
Pitch Down	CTRL + END

When you are happy with your choice of camera angle, **click** STORE to save the currently selected camera view.

16.2.3 LOAD

Select this option to load a previously saved game. **Click** on the name of the game that you wish to load from the list available.

16.2.4 SAVE

Select this option to save the game currently in progress. Click on the prompt, enter the name you wish to assign to your game and press RETURN.

16.2.5 End Game

- Exit to Main Menu (**Click** YES at prompt)
- Exit to Windows (**Click** YES at prompt)
- Continue Game
- Back (Returns you to the previous menu)

16.2.6 RESTART LEVEL

- Restart level (Click YES at prompt)

17.0 OTHER MODES OF PLAY

Not only can you play Single Player campaigns but you can revel in the joy of creating the Perfect Dungeon, the likes of which Dungeon and Dungeon Keeper Magazine would kill to have on their front cover*. Or set up a Multiplayer game and take your friends to the cleaners in the Dungeon Keeping stakes. Alternatively, you could just get stuck in and bloody your Hand of Evil in one of the pre-built Skirmish levels.

THE CHOICE, KEEPER, IS YOURS!

* Just our little joke.

18.0 MY PET DUNGEON

My Pet Dungeon is a unique new mode of play that allows you to concentrate on building up your dream dungeon, without having to fulfil strict Campaign level objectives or constantly worry about the threat of enemy invasion.

18.1 My Pet Dungeon Control Panel

In My Pet Dungeon Mode, the Control Panel is identical to those in the Campaign, Skirmish and Multiplayer modes (see the *Control Panel* section 6.1), but with three rather nifty additions and the inability to summon Horny.

18.1.1 TRIGGER SINGLE HERO INVASION

Left-click to launch an enemy invasion to check out your dungeon's defence capabilities. You cannot launch another wave until you have vanquished the first. This allows you to re-build your dungeon before the next onslaught. However, the next wave will be tougher than those you faced (and drubbed) previously.

18.1.2 TRIGGER CONTINUAL HERO INVASION

Launches wave after wave of plucky enemies to assault your beautiful Dungeon. Each progressive wave will be more ferocious than the last. Can you survive 10 waves?

18.1.3 HERO TOOLBOX

Click this button and you are immediately taken to a room full of Heroes that you can pick up and drop anywhere in your dungeon. Joy! You can use then to test out your Traps and spells, you can match them up in against your own creatures in the Combat Pit or you can just slap 'em about a bit. The choice is yours.

18.1.3.1 Hero Level selector

You can choose the experience levels of the heroes you pluck from the Hero Toolbox using the Hero Level Selector, which can be found in the Hero Toolbox. Click on the Hero Level Selector to go up 1 level and right-click to go down 1 level.

18.2 My Pet Dungeon Realms

There are a number of realms in the My Pet Dungeon Mode, but when you complete a realm you are not obliged to proceed to the next. Should you wish to remain indefinitely in Realm 1 to continue the development of your dungeon, you may do so.

When you have met the criteria for any realm, a prompt appears asking you if you want to proceed to the next. Select YES to check out the next realm. Select NO to remain on the current level.

19.0 MULTIPLAYER

Multiplayer is available via LAN and Internet.

19.1 Creating a Game

When you first choose a service, your default name is Player. To change this, **left-click** on the name and type in a new one. Press **RETURN** to store the name.
Click on the CROSS to return to the Choose Service menu.

19.1.1 IPX

In IPX, *Dungeon Keeper 2* automatically searches for created games and lists them on the screen for you.

- To host a new game, first change the name of your game. **Click** on the name under Game Name, change it and press **RETURN**. Now **click** on CREATE.

- To join a game already created, **click** on the name and then **click** on JOIN.

19.1.2 WINSOCK TCP/IP

On the Winsock service, you are provided with an Address Book. You can use this address book to store the Names, IP Addresses/ Domain Names and Ports of your favourite opponents.

The game automatically searches these addresses for any games that have been created and then displays them in the Games Available Box.

- To create a new game, first choose the Multiplayer game name by clicking on the name under Game Name and entering the name of your session. If you wish to change the TCP/IP Port, click on the number under Port and enter a new port value. When you're ready to create a Multiplayer game click on Create.

- To join a game already created, **click** on the name and **click** on JOIN.

19.1.2.1 Ping Time

Ping time shows the time taken to send data between the client and the server. We recommend a ping time of less than 300ms although we have made efforts to ensure that games remain playable even at higher ping times.

19.2 Starting a Game

If you have joined a game, you will see a different screen to the host. The joiner will only be able to chat with the other players, while the host will be able to alter a number of different options to change the game.

At the top of the screen is a list of all the players. To Ally with another player click on the Symbol under Allies, of the player you wish to Ally with. Half of his Symbol will then change to your colour. If he then wishes to Ally with you he must then click on your Symbol and the other half changes to his colour. The last column shows which players are ready to start. Before each game can start, each player must **click** on the bottom right tick and toggle this option to yes.

Below is the Chat Box. When a player sends a message, it appears in this box. To send your own, **click** on the box underneath and type your message. When you press **RETURN**, the message is sent.

To the left is the name of the level currently selected.
The host has a number of different options;

19.2.1 GAME SETTINGS

- **Click** to enter the Game Settings menu and **click** on the tick to return.

The Game Settings List allows you to decide which spells and buildings will be included in the game. Each level has its own recommended Game Settings list. **Click** on the arrow buttons to scroll through the list and use the slider bars or click under Available to toggle."

19.2.2 CHANGE MAP

- **Click** to enter the Map Select menu and **click** the **tick** icon to return.

This menu lists all the levels available to you, depending on how many players are in your game. **Click** on a name to select it.

19.2.3 FOG OF WAR ™ (Found in Game Settings)

This toggles the Fog of War ON or OFF. This option hides all the land under a thick fog, except those areas that your followers have explored. This can add a more strategic element to your games.

19.2.4 START

Click on the **tick** icon to begin the game.

20.0 SKIRMISH

Skirmish is an alternative mode of play to the Campaign or My Pet Dungeon modes, in which you can opt to take on computer controlled enemy Keepers.
Skirmish mode is ideally suited to testing out your combat skills. Game on…
Note: For information on setting up a Skirmish game, please refer to the *Front End Options* section 16.1.

20.1 Game Settings

The Game Settings screen contains a number of options that you can adjust for Skirmish Mode games. At the top of the screen are five tabs that you can click on to bring up relevant information on Creatures, Rooms, Spells, Traps or Doors.

20.1.1 CREATURES

Adjust the slider bars to set the maximum number of each creature type for your game. 0 - 32

20.1.2 ROOMS, SPELLS, TRAPS AND DOORS

For Rooms, Spells, Traps and Doors, you can toggle the availability of each item:

20.1.2.1 No

This item is not available

20.1.2.2 Start

This item is available from the start of the game

20.1.2.3 Research

This item becomes available only after it has been researched

In addition to the Creature, Rooms, Spells, Traps and Doors specific information, the Game Settings screen gives you the following options:

20.1.2.4 Dungeon Heart Destroyed

This option enables you to select the reward for destroying an Enemy Keeper's Dungeon Heart. Toggle between **Gain Mana, Gain Mana and Specials** or **Gain Mana, Rooms** and **Land.**

20.1.2.5 Game Duration

Click on the Zero and enter a number representing Game Time in minutes.

20.1.2.6 Fog of War ™
Toggle the Fog of War ON/OFF.

20.1.2.7 Max creatures

Adjust the slider bar to select the maximum amount of creatures that a player may have at any one time.

20.1.2.8 Gold Density

Adjusts amount of Gold in block ranging between three settings: Low (50%) Medium (100%) High (400%)

20.1.2.9 Mana Regeneration

Adjusts rate of regeneration from LOW to HIGH. This works exactly the same as Gold density

20.1.2.10 Game Speed

This affects the speed of everything in the game. The game turn ranges from 25% to 400% of its default rate.

20.0

CREDITS