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GAMING MINDS



PS4

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SPACE BASE STARTOPIA



COMING SOON

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INTRODUCTION

Welcome to the DUNGEONS 3 handbook, valued customer! We are delighted that, from among all the thousands and thousands of games that underpaid developers are throwing on the market every day, you have decided on this product.

The industrious Little Snots at Realmforge have been working tirelessly to make DUNGEONS 3 the most perfect of all perfectionist perfections and to create an unrivalled gaming experience of dungeon management and real-time strategy. We hope you have lots of fun!

THE STORY SO FAR...

Of course you should have already played Dungeons 1, its expansion Dungeons - the Dark Lord, Dungeons 2 and of course its expansion Dungeons 2 - A Game of Winter as well. Ultimately, though, we also have children who need to be fed. Please, won't somebody think of the children?

Where were we? Ah yes, the story so far... So, the Absolute Evil has conquered the known world and wiped the floor with the heroes and the Alliance of Good. But endless victories can get

boring - and this is exactly what happened: The Absolute Evil got bored.

Who is this Absolute Evil, you ask? It is the personification of Evil, the ruler of the Underworld and the one your parents always warned you against. It collects evil creatures, hoards treasure, steals lollies from children, is responsible for the fact that on your only free weekend your favourite shooter's server is offline and tortures and kills any heroes that venture into its Dungeons.

Alright, so it destroyed the Alliance. At least on this continent, which we call simply „We're too uncreative to think of a decent name“. So it tried to find ways to amuse itself - it took yoga courses, studied pottery and attended an anger management program. But nothing helped. Until one day it heard of another new, fresh and unsullied continent in the West! A continent FULL OF HEROES! It couldn't resist. The continent had to be conquered!

STARTING THE GAME

MAIN MENU

When you start the game, the main menu will be displayed. Here you will find the following options:

1. Single player

You can choose between Campaign and Skirmish.

Campaign tells the story of DUNGEONS 3. In Skirmish you can start a free game on a randomly generated map.

2. Multiplayer

This mode allows you to compete in an exciting multiplayer-battle with up to three other Dungeon Lords. More on this in the Multiplayer section.

3. Load

Load an existing saved game.

4. Options

In the Options menu, you can make certain adjustments to graphics, audio and gameplay as well as view and change the keyboard layout.

5. Credits

This is by far the most important section, as it contains the names of the brilliant minds that created this game!

6. Exit

This will end the game.

CAMPAIGN

Start a new campaign. On the campaign map, you can see your progress and marvel at how much of the realm you have already reduced to ash and rubble. You will also be notified of important information about any unlocked missions.

CONTINUE CAMPAIGN

Load your last save game in the campaign. If you are starting the game for the first time and therefore don't have any saved games, this option of course cannot be selected. If, in this situation, it can be selected, then something has gone wrong. But this would NEVER happen to US.

SKIRMISH

In the skirmish menu you can initiate a randomly generated sandbox map. After you have set various parameters to your taste, you will be able to construct your Dungeon and, little by little, lay waste to the Overworld.

Co-op setting lets you add another player. Read more on this under Multiplayer in the paragraph on "Game ID".

MULTIPLAYER

Compete against a random player in a fast game on a ready-made map and with fixed presets. Alternatively you can generate a game or join a game.

In Multiplayer mode up to four players can compete on a single map. In this mode each player has his own Dungeon in which to act and rule as he likes. Opposing players cannot enter hostile Dungeons! However a shared Overworld connects the Dungeons. The aim is to take and hold as many Islands of Evilness as possible, so as to be the first to reach a given level of Evilness. As with Singleplayer mode, you can lead your units out of your Dungeon and into the Overworld, and once there reduce everything to rubble. The other players will be trying to do exactly the same thing, which inevitably leads to conflict.

IMPORTANT

When you create a game, you will be issued a Game ID. You can give this to your fellow players via e-mail, chat, telephone, raven post, Grünsicht or tell your fellow player right to his or her face. You must enter this ID under “Join Game” in order to find your game.

THE GAME

In DUNGEONS 3, you play the part of the Absolute Evil. In most of the missions it is your task to construct your Dungeon, hire units and then go to the Overworld and create havoc. The capture of so-called Islands of Evilness in the Overworld earns

you Evilness, with which you can expand your Dungeon and unlock new rooms, traps and units.

THE MAIN SCREEN

DUNGEONS 3 offers, along with the usual dungeon management simulation, action-packed real-time strategy in the Overworld. But you will already know this from the blurb, the trailers, the 10,000 or so press releases and (let's give it another plug here) the previously mentioned Dungeons 2.



The eager Little Snots at Realmforge have slaved day and night to give you, the ABSOLUTE EVIL, the wherewithal to keep track of the game. The following are the meagre materials that they were able to come up with...

1. Mini-maps

Boring games have only a single mini-map (Boo-hiss!). DUNGEONS 3, on the other hand, has TWO, or as a numeral, 2 (Yeah!). The mini-map at the bottom left shows the Overworld, while the map to the right, directly beneath you, shows events in the Dungeon. Non-essential details like units, enemies, gold, mission goals and other folderol are also indicated on the map. The Little Snots at Realmforge claim that even a baby couldn't get lost with this map.

2. Overseeing the Troops

If you should send your inexperienced monsters to the Overworld as cannon fodder (I mean to have them fight unheroically), you can keep an eye on the selected troops and their possible actions at the bottom edge of the screen.

3. Spells

As soon as you have an Arcanium you will be able to cast Spells, which will cost you just a small morsel of Mana. Choose a Spell to find out more details, and select it with a click.

4. Current Tasks

To the left of the screen you will find current tasks that you must complete in order to conclude the mission.

5. Events

To the right of the screen you will find updates on current events, for example if a hero has just thrashed your Dungeonheart or your Creatures are demanding their unearned wages. Select an event to jump to the location. Most events will disappear after some time, with the exception of particularly important events.

6. Resources Display

The display along the top of the screen provides information concerning your supplies of Gold, Mana and Evilness, as well as additional resources such as Chests, Gobblers and Magic Toolboxes. Your required Population Points for factions will also be listed here.

7. Research Tree

You can improve on or purchase new Research!

8. Army Management

Army Management allows you to assemble units with a click (if they are in the Dungeon). Really practical, and it saves you from having to search the whole Dungeon for Creatures.

9. Almanac

A kind of Wikipedia for DUNGEONS 3.

GAMEPLAY IN THE DUNGEON

The Absolute Evil sits far, far away on his uncomfortable throne and slurps luxuriously at his Bloody Unicorn. It can exert influence on the current Dungeon with the Hand of Terror.

This not only allows you to collect and discard Creatures or to mark areas of the Dungeon to be excavated, it also lets you deal out regular blows to your subordinates, which motivates them to faster work. In addition, you can commission rooms and work units to be built on undeveloped areas.

Creatures will go there independently and work to the best of their knowledge (ha!) and conscience (ha ha!). They have certain requirements, which they can also satisfy by themselves.

You can increase the likelihood of a Creature doing something by picking them up and dropping them in the relevant location. If, for example, you want to motivate a Little Snot to mine for gold in a specific location, you must drop him near the gold.

YOUR CREATURES' NEEDS

Creatures are difficult, for example in that they demand frivolous

things like wages or food! Unfortunately you can't get around the necessity of providing these things if you want them to work and not go on strike and start lounging around the Throne Room.

If their needs are not met, your units will get angry and will eventually march into your Throne Room in order to go on strike (you will recognise this by their lovingly claw-painted placards). Here is a short summary of what motivates your monsters:

1. Wages

Unfortunately your Creatures will not go on suicide missions just because they appreciate your friendly manner, but rather because you pay them with cold, hard gold. ALL Creatures want gold.

2. Hunger

Creatures of the Horde and Demons all feel a little bit hungry from time to time. Luckily you can build a Gobbler farm and raise very appetising chortling animals there.

3. Rest

Creatures of the Horde also like to take little naps occasionally.

4. Mana Bath

Stronger Demons from Level 4 on are rather more demanding and have a fondness for relaxing Mana Baths. Strange, but true.

Of course there are other needs, but you will come across these soon enough as you play. We don't want to spoil all your fun, do we?

GAMEPLAY ON THE OVERWORLD

In addition to the Dungeon, you can lead your Creatures to the Overworld. This is where those obnoxious heroes live, just waiting for someone to come and sack and pillage their towns and villages. To bring your Creatures outside you just have to drop them on the Dungeon Gate.

On the Overworld DUNGEONS 3 operates a little differently from in the Dungeon itself. Your Creatures will not set to work independently, but will wait for direct instructions. If you have played a real-time strategy game or Dungeons 2 before, you will already know all about this. Otherwise, just take a look at the layout of the controller.

1. Places of Good

Obnoxiously good places, which you can capture and transform into Islands of Evilness. They will thereafter continue to supply you with more Evilness!

2. Cities and Camps

The heroes have cities, villages and camps from which they

cheekily despatch groups into the Dungeon, there to make all kinds of mischief or just attack the Dungeonheart. It is up to you whether you stop them in their tracks in the Overworld and butcher them or instead, watch with pleasure as they blunder into your cunningly placed traps! You can see most of these groups coming from the Overworld into the Dungeon. Of course it would NEVER occur to us to bring heroes into your Dungeon by some other means!

If you should succeed in destroying a camp of heroes, no more troops from that location will come into your Dungeon.

ROOMS IN THE DUNGEON

You can excavate rooms and tunnels in your Dungeon to your heart's content. You can build a variety of rooms that you will need in order to keep your Dungeon running smoothly, recruit more Creatures and research new rooms, traps, doors and units. Idle Little Snots will gradually beautify the walls of your Dungeons, as adjoining rooms permit.

As a budding Evil Genius you should observe some basic ground rules:

• Pathways

Creatures are sloooooow. Try to keep routes between their workplaces and necessities short!

• Room Efficiency

The more walls a room has, the more efficient it is. Efficiency affects a room's production. The more open a room is in terms of construction, the less efficient it is and therefore the more time is needed for production. Doors count as walls with respect to efficiency!

• Controlling Heroes

Heroes mostly enter through the Dungeon Gate/s and want to destroy things in your rooms! As much as possible you should try to protect your Dungeon from invading do-gooders and give them a warm welcome with various traps!

Following are a couple of essential rooms you will need to start off with.

1. Throne Room

*"Misfortune in play, luck in succession to the throne."
- Brutus*

The Throne Room contains the Dungeonheart, the source of your power. If this is destroyed, you will be banned from the world and lose all influence over the game. So heroes will always attempt to attack the Dungeonheart.

The Throne Room also serves to store your gold. This is very important so long as you don't have a Treasury.

Finally, the Throne Room allows you to discard useless Creatures. In the lower right corner there is a trapdoor for sacking creatures. Drop a Creature there and confirm by pushing the lever next to it.

2. Treasury

"It's payday!"

Only stored gold can be used for building, research and hiring. Unfortunately the amount of gold you can store in your Throne Room is very limited and the paths are long. Luckily gold can also be stored in a Treasury. Conveniently, you can put these wherever you want them, preferably near veins of gold!

The capacity of a Treasury is determined by the size of the room, that is, by the number of room tiles. Treasury capacity can also be expanded by means of scrolls.

Stored gold is only important to you. On a payday your Creatures will also help themselves to piles of gold that are not stored, depending on which is closer.

Be mindful of heroes and don't leave gold just lying around, as they will simply stuff it into their pockets - which, oddly enough, are never full. Gold that has been pocketed by a hero is lost to you!

3. Gobbler Farm

“Gobble? Gobble gobble gobble!”

“Yum! Scrumptious!”

“GOBLLLLLLE!”

A Gobbler is not unlike a turkey, it makes a loud “Gobbllllle!” noise and pecks and runs madly back and forth in its Gobbler Farm. Gobblers are a valuable resource that you can collect and drop with your Hand of Terror. You can also strike them, but then these pitiful Creatures disappear in a large cloud of feathers with a last panicked cry of “GOOOOB...”.

Your total number of Gobblers will be shown in the resource display. Demons and Horde Creatures are happy to eat Gobblers to satisfy their hunger, and so they regularly visit the Gobbler Farm. Your Creatures are conveniently able to heal themselves by consuming these fast-running delicacies, although only by a small amount.

Luckily Gobblers are very easy to breed and they grow quickly, so you will constantly have new eggs and young Gobblers hatching and growing up. The size of the Gobbler Farm determines the maximum number of Gobblers you can have. If this maximum is reached, no new eggs will be produced. Both the maximum number and the rate of propagation can be improved with scrolls.

4. Workshop

“Rated storage chests for everyday use. Whether terrific traps, sturdy doors or brewing kettles, they let you pick up anything you like! Bonus features: the rated storage chest is guaranteed not to stab anyone and also cannot speak, if you know what I mean!”

In the Workshop industrious Little Snots make new toolboxes, provided a work unit and sufficient space to store the boxes is available. Toolboxes are essential for the manufacture of traps, doors or work units. They can also be upgraded to magical boxes in your Sinister Laboratory.

The number of free room tiles in a Workshop dictates the total number of boxes that can be stored in the room. You can use scrolls to increase the capacity per tile.

You can knock over a whole batch of toolboxes with your Hand of Terror. Why would anyone want to do that? Try it for yourself and watch your faithful, devoted, busy Little Snots as they tidy up the whole mess, and you won't have to ask this question again.

5. Hideout

“Deep in the Underground lies the Hideout. This is where the Orcs and Goblins brood over wild battle plans, tell rousing tales of warriors of old or bash each other's heads in. Often a combination of all three!”

In the Hideout you can hire new Horde Creatures for gold. To do this you need to build a resting place, so that the various Creatures of the Horde have different resting places at their disposal. As soon as a Little Snot has finished building a new resting place in the Hideout, the newly enlisted Horde Creature falls from above into the Hideout, picks itself up, and is ready for use.

At the same time the personal resting place also serves as a home base for the Horde Creatures, a place where they can satisfy their need to rest. By the way, they will heal automatically.

Resting places are needed to recruit new creatures, but their construction always costs a Population Point. If you don't have any Population Points available, then you can't build any new resting places.

6. Brewery

"Beer is all that's stopping the Horde from killing itself off!"

Beer is brewed in the Brewery, provided brewing kettles and enough free space are available. Orcs, Ironhides and Nagas brew beer here tirelessly, while your industrious Little Snots pile the resulting kegs of beer into tall, unstable, wobbling stacks in the Brewery.

The number of free room tiles in a Brewery dictates the total number of beer kegs that can be stored in the room. Scrolls can be used to increase capacity, which leads to still taller stacks of beer kegs.

Beer satisfies the thirst requirements that Horde Creatures develop from Level 4. Beer consumption can also heal smaller wounds.

Beer can be used in the Dungeon as a sort of healing potion. Simply drop one or more beer kegs onto an injured Creature of the Horde. The Creature will be healed while enjoying a cool draught. Don't forget, during a battle there will be no time for drinking beer! Leaf research can dramatically improve healing!

7. Guard Room

"Red alert, red alert! Heroes in the Dungeon!"
"Inform Seagull! Or Westwood!"

Creatures of all factions can be dispatched to a Guard Room by the Hand of Terror to keep watch. They will leave the room to satisfy their needs, then return promptly. Guarding Creatures also cannot take on any other work, like building traps or brewing beer. The size of the room in tiles determines how many of your Creatures can keep watch there at the same time.

The Guard Room is mainly useful as a specific point in the Dungeon at which to hold off invading heroes. Ideally this would be before they have advanced far enough into the Dungeon to destroy any resources or work units. A Guard Room is particularly effective when combined with traps.

8. Tinkerer's Cave

"I have had enough of breaking our enemies' bones and massacring them. Let's go to the Tinkerer's Cave."

"To do what?"

"To think up new traps to break our enemies' bones and massacre them!"

In the Tinkerer's Cave Goblins, Orcs, Gob-O-Bots or Ironhides manufacture doors and traps as needed, provided a suitable work unit is available. If a door or trap is to be placed in the Dungeon, a work order must be created for it in the Tinkerer's Cave.

So as not to reduce visibility, traps and doors in production are shown as transparent blueprints.

Note that free room tiles in the Tinkerer's Cave have no use, as you cannot store any items here. However more work units allow more Creatures to work in this room at the same time.

As soon as a trap or door is manufactured - it will look like a small, handy pyramid - a Little Snöt will take it to the appropriate location in the Dungeon and set it up.

In the construction menu doors and traps are unlocked first, as soon as a Tinkerer's Machinarium, at least, can be set up. In the same way a Tinkerer's Magic Machinarium is required for magical traps and doors!

9. Arena

"Roar! GROAR! DIE!"

"If he puts that much into his training, I wouldn't like to see him in a real battle!"

A single Creature of any faction can train on each piece of training equipment in the Arena. Over time they will earn experience points and effortlessly level up without putting themselves in danger. Training equipment will be automatically placed on all free 2x2 room tiles in the Arena.

All Horde Creatures and Titan Units will try, as often as their various requirements and work as beer-brewers and trap-manufacturers permit, to train in the Arena. Training of Horde Creatures never costs you any gold.

You can encourage your Demons and Undead to train in the Arena by using the Hand of Terror to drop them into the room. They will then leave the Arena only to satisfy their needs (not to carry out other work) and will go straight back to the Arena afterwards. However the training - or rather the inspiring of Demons and Undead - does cost you gold. This will be deducted automatically over time as they train.

10. Vortex

"The Vortex is the Demons' home base, a place that neither Buffy nor the Winchester Brothers will ever find! Thank God they have better things to do, like saving the world and all that..."

In the Vortex you can hire new Demons with gold. To do this you need to build a portal, a different one for each Demon. As soon as a Little Snot finishes building the Demon's portal in the Vortex, the relevant Demon will materialise at its portal.

Portals are needed to recruit new Creatures, but their construction always costs a Population Point. If you don't have any Population Points available, then you can't build any new portals.

A portal and the Demon summoned by it are bound together: If the Demon, after a certain amount of time he will dissolve and automatically rematerialise at his personal portal. If a Demon is dismissed, his personal portal will also disappear.

This means you can glance at the Vortex at any time and see how many and which units of Demons are currently serving in the Dungeon.

11. Arcanium

*"Mana Mana"
"Ba dee bedebe"*

Your Demons will generate Mana in the Arcanium over time, if a work unit and sufficient storage space are available in the room. Stored Mana appears as purple glowing balls of Mana in your Arcanium. The number of unassigned room tiles determines the amount of Mana that can be stored in your room.

Mana is mainly needed for spellcasting and for this reason alone you really can't stockpile enough of it! You also need Mana to keep your higher-level Demon Creatures happy, as they need the substance for their regular Mana Baths in the Chamber of Relaxation.

Mana also allows toolboxes to be upgraded to magical boxes. With these you can make improved versions of all work units, doors and traps.

12. Chamber of Relaxation

"Have you ever tried swimming in gold? The stuff is sodding hard, there's a million bacteria on the coins and if you jump into the tub you'll break your neck. No wonder, then, that Demons prefer to relax in a bath of valuable Mana!"

When you build a Chamber of Relaxation, Mana Baths will automatically be installed on all free 2x2 room tiles. Then all your Demons can enjoy a relaxing bath and satisfy their need for Mana, which they will develop from Level 4.

Mana Baths are automatically topped up with fresh Mana from your Arcanium by your Little Snots, which is necessary when bathing a Demon.

The greater the room efficiency of your Chamber of Relaxation, the shorter time your Demons will need to spend in the bath.

In the outside world, incidentally, your Demons will need Mana directly from the Arcanium and not from Mana Baths.

13. Lecture Hall

"If you want to be a good archaeologist, you gotta get out of the library!"

You will need a Lecture Hall big enough to study and use leaf research (scrolls).

While nodal research will be immediately unlocked under the Research menu, the sub-researches - the so-called scrolls - have first to be studied in a study booth in the Lecture Hall. Study booths require 2x2 room tiles and will be constructed

automatically. Only one single scroll can be actively studied at each study booth.

A scroll can be studied automatically, but it does take time. How much time depends on the complexity of the scroll and the room efficiency of your Lecture Hall.

When research in a study booth is complete, the effects of the scroll will become available immediately - but each study booth can only store a certain number of scrolls. Once this number is reached, the study booth in question will become inactive and you will have to expand the Lecture Hall in order to study additional scrolls.

14. Torture Chamber

"Your instruments of torture don't impress me! I was schooled and trained in the most holy Order of the Goddess!"

"I have here the complete works of Nickelfront..."
"Noooooo!"

The Torture Chamber is both a room of torment and the residence of the Succubi. From this room the agonised screams of tormented heroes blend with the pleasant squeaks of the Little Snots and the eager moans of your Succubi.

2x2 free room tiles will automatically be equipped with various implements of torture, on which you can drape unconscious or captive heroes from your prison using the Hand of Terror. If none of your Succubi have time, the poor fellow will just dangle uselessly from the torture implement. But as soon as a Succubus sets to work, the pitiable hero will be tortured until he either breathes his last or accepts the errors in the teachings of Good, comes over to the side of Evil and becomes a Dark Hero - whichever comes first...

In the same way you can also have Little Snots tormented on a spare torture implement. The rest of the Little Snots will work much faster during the torture - would-be supervillains call this staff motivation.

The torture of heroes will also, over time, generate more Evilness for you.

Converted Dark Heroes, like all Creatures, cost a Population Point, drink beer and eat Gobblers. When they die they can be reanimated in the Crypt.

15. Graveyard

"What's the quickest way to the graveyard?"
"CIGARETTES!"

In the Graveyard you can hire new Undead Creatures with gold.

To do this you need to build a grave - a different one for each Undead. As soon as a Little Snot finishes building a grave for the Undead in the Graveyard, the newly hired Undead will dig its way out of its grave and be ready for use.

Dead heroes are taken to the Graveyard by Little Snots, so long as there are free tiles and you have Population Points. The hero will automatically rise as a Zombie some time later and wander aimlessly around the Graveyard. Zombies are group units: They have no needs and can only be commanded as a whole, for example when held by the Hand of Terror. They also only require partial Population Points. The number of Zombies per Population Point can be increased with scrolls.

16. Crypt

"It's alive, it's alive!"

As soon as you have a Crypt, your fallen Horde Creatures or Dark Heroes will no longer be permanently lost, but can instead be chilled and stored on free room tiles in the Crypt.

Not only that, but you can bring them back to life at the work units of the Crypt - thanks to the so-called Defi-Bri-Mat.

At each Defi-Bri-Mat, one Undead can work on the reanimation of the Horde corpse or Dark Hero cryogenically stored within. Magical improvements to Defi-Bri-Mats are completely automatic.

Little Snots will independently bring dead Horde Creatures from the battlefield to the next free Defi-Bri-Mat or stow them in ranks, suspended on the free, well-chilled room tiles of the Crypt. Of course you can also transport a dead Horde Creature yourself from its grave to a free Defi-Bri-Mat using the Hand of Terror, if you wish.

17. Sinister Laboratory

"After the well-proven and much-loved toolboxes from Dungeons 2, we set our best minds to the task of improving the system. We are therefore pleased to present a brand-new concept in Dungeons 3: Magic Toolboxes!"

In the Sinister Laboratory, your Undead manufacture magic toolboxes, provided a work unit and sufficient storage space for the finished magic toolboxes are available.

Magic toolboxes are created by combining normal toolboxes and demonic Mana. The work unit that accomplishes this marvel calls itself a Mystificator. Little Snots fill the Mystificator to its full capacity with toolboxes and Mana entirely independently. You can of course save your Little Snots a lot of work by doing this yourself with the Hand of Terror.

Magic toolboxes permit you to use improved versions of all your work units, doors and traps in your Dungeon. Therefore you will never own as many magic toolboxes as you would like.

The number of free room tiles in the Sinister Laboratory determines how many magic toolboxes can be stored in the room. Magic toolboxes look just like toolboxes stacked in very dangerous, enormous box stacks.

18. Prison

"Dammit, who put Captain Frost in prison?"

Once you have built a Prison in your Dungeon, your Little Snots will drag defeated, unconscious heroes there and lock them in. Firstly the Prison enables you to torture and especially to convert heroes in the Torture Chamber.

Imprisoned heroes slowly starve in Prison, on account of poor culinary support service from your Creatures, and slowly lose vitality. At the same time a little bit of Evilness trickles into the Absolute Evil's supplies.

If a hero starves to death entirely in Prison, then he will rise again as a Skeleton, henceforth supporting the side of Evil in battle. Naturally, this only happens if you have some Population Points available. Skeletons are group units: They have no needs and can only be commanded as a whole, for example when held by the Hand of Terror. They also only require partial Population Points. The number of Skeletons per Population Point can be increased with scrolls.

A working Prison occupies at least 3x3 room tiles. Only the innermost room tile is available for prisoners.

Heroes cannot escape from Prison by themselves, but can be freed by other heroes to fight against you once more.

19. Temple

"Excuse me, could we please have a quick chat with you about our Lord and Redeemer, the Absolute Evil?"

Undead Creatures glorify the Absolute Evil in the Temple. In actual fact, from Level 7 on, this is a necessity for them - they attend regularly as they wish.

If the temple has an area of at least 5x5 room tiles, it will automatically be provided with a Sacrificial Pit. This can be used to dispose of heroes, obnoxious Creatures and all manner of other bric-a-brac. The sacrifice of living heroes is naturally a sufficiently evil deed to earn you Evilness. If provided with enough sacrifices, the Absolute Evil will materialise and sweep opponents in the Dungeon from its path.

Additionally, the sacrifice of particular combinations of items and beings can earn the favour of the Absolute Evil, which earns rewards.

CREATURES

Here are a couple of simple creatures that you will soon hire on.

1. Little Snot

"Work, work!"

These small, cute creatures might sometimes smell a bit strong, but they have any number of positive attributes. For example, they handle all the dirty work of the Dungeon that no-one else will tackle - digging for gold, making toolboxes and... making more toolboxes. They also produce a satisfying sort of squeak when you tread on them - as a kind of Bonus Feature.

Little Snots will automatically be included with the Dungeon. If one of them dies, a new one will soon appear in the Throne Room. Your Little Snots Maximum determines how many you can own at once. Otherwise they have no requirements, as they very practically don't need to eat or drink.

2. Goblin

"Look behind you, a three-headed monkey!"

"Really? But that's..."

Poke* *Prick* *Murder

The Goblin is a malicious little Creature. One moment he's pointing out your (supposedly) untied shoelace, next moment he's sticking his dagger in your eye.

In the Horde food chain the Goblin is at the lower end, which just seems to make him meaner and more malicious. Goblins deal out a great deal of damage, but can only take a few blows themselves, which their virtually non-existent armour doesn't much help.

Due to its small size a Goblin is relatively inconspicuous, which leads enemies to beat on not-Goblin-friends instead. Goblins are usually sent in to make the traps!

3. Orc

"Blood for the God of Blood! Biscuits for the Absolute Evil!"

The common Orc is the backbone of every classic Horde-like army and a good all-round soldier for any up-and-coming villain.

These creatures with their tough, leathery skin are reasonably well-armoured, and can take a few hits before they peg out. They can deal out a considerable amount of damage with their big axes.

Orcs can be provoked to bloodlust, which causes them to hit themselves in the face. This does hurt them and does damage, but it enrages them still further and causes them to deal out significantly more damage!

4. Naga

"We can do thisss; we will put you back together. Now where did thisss foot come from?"

- Naga Healer

These sinuous contemporaries are often the (forked) tongue that tips the scales. They are renowned for their healing skills, which they can use to put the rest of the horde back together again. Nagas can cast a continual healing spell on a Horde target, causing the target to heal slowly over time. Nagas have no hands with which to manufacture traps and doors and would rather leave the whole business alone!

5. Ironhide

"Ironhides can be heard from miles away with all that armour squeaking."

- Little Snot Philosopher

Stick a well-trained and enraged Orc in armour and weld it all together. This gets you a raving mad Ironhide, who overrides his future problems with excretal satisfaction with aggression, rage and strong blows. An Ironhide doesn't dish out much, but is extremely effective at taking stick. He also taunts his opponent in close combat and makes him target the Ironhide.

As with normal Orcs the Ironhides can go into bloodlust, which causes them to hit themselves in the face. This does hurt them and does damage, but it enrages them still further and causes them to deal out significantly more damage!

6. Gob-O-Bot

"Full of energy and ready is the ramrod infantry!"

Every Goblin has had enough of being nothing but cannon fodder. Few hit points, no armour... constantly lying on the ground is no fun at all. After a basic training course he gives his opponents the finger and inserts himself into a goddamn battle robot! Well, it still can't take much, but it does do obscene amounts of damage.

A Gob-O-Bot is extremely adept at manufacturing traps and doors in the Tinkerer's Cave.

7. Ogre

"Ogre hungry! Ogre eat now!"

"We're in the middle of a damned battle, you idiot!"

"Ogre hungry!"

Ogres are impressive mountains of meat that can dole out hefty sweeping blows with their oversized clubs. With their beefy constitution they can also take a few good blows. One should generally counter a hungry ogre by running away in panic.

An Ogre is a Titan Unit. You can only own one Titan.

8. Imp

"Fireball fly - and win!"

Imps are much misunderstood beings, who would actually like to devote themselves to the fine arts. Unfortunately this sort of thing interests the rest of the Demons not at all, so this desire has to be suppressed. This leads to rage and hatred and... well, you know how that goes. At any rate Imps are malicious, fireball-spitting Demons with impressive range on single targets.

Imps are skilled at manufacturing Mana in the Arcanium.

9. Arachnid

"Knock it off, I'm arachnophobic!"

"Really? Did you know that spiders will hide in your mouth while you're asleep, because it's nice and warm?"

"Aaargh!"

Arachnids are demonic, swollen combinations of man and spider, the origins of which we are not going to get into here. These Creatures scuttle about on their four enormous spider legs and spit disgusting stuff all over their opponents.

Arachnids are tough and can take a fair bit. Apart from that they are not bad at generating Mana in the Arcanium.

10. Succubus

"Hello my sweet, are you lost?" Shall I show you to the torture chamber?"

Oh, là, là! These frivolously dressed demoneses will bat their eyelashes a few times and next thing you know, you've sold your soul to the devil. When they aren't striking their enemies with magical missiles, they are using their natural attractiveness to bewitch opponents.

Otherwise Succubuses or Succubi or Succu-something-or-other-plural enjoy working in the torture chamber... yes, just torturing heroes!

11. Pit Fiend

"Crowley, is that you?"

"Flee, you fools!" is what you want to say when this Demon Prince climbs out of Hell. Tall, exaggeratedly muscular and quite simply evil are the trademarks of this Creature, only too happy to blast groups of enemies with fiery breath.

The Pit Fiend is a Titan Unit. You can only own one Titan.

12. Banshee

"Who is it screaming at this time?"
- Unknown Country Bumpkin

These undead screamers are former members of a Death Metal band. Their Satanic music has led them to still be flitting around the world with a fondness for shrieking at the living. Cool thing!

The cry of a Banshee affects a cone-shaped area extending forward.

13. Zombie

"Braaiins!"

Braaaaaains! Do we really need to say any more about these much talked-about creatures, so well-known in pop culture? These beings are former heroes who have been rotting in the Graveyard, and like shuffling around in groups.

Along with Skeletons, Zombies are the only Creatures for which one Population Point will get the player multiple units - two at first, and later on in the game up to four.

14. Skeleton

"Man, they look pretty scrawny."
"..."

"These Skeletons just don't have any appreciation for hum..."

Arrow whirrs

These bony companions are always found on the move with bow in hand. You might ask, how do they actually hold together without any sinews... ah, that's actually a damn good question! Thank God this is not a realistic game that has to deal with such problems! Skeletons appear when a hero starves to death in Prison.

Along with Zombies, Skeletons are the only Creatures for which one Population Point will get the player multiple units - two at first, and later on in the game up to four.

15. Lich

"What killed the dinosaurs? The ICE AGE, ha ha ha!"

Powerful mages don't like the idea of dying and so they often make a pact with Death. When they stash their innards cheerfully in the countryside, in the process they become powerful, undead Creatures full of strong magic. They don't typically go on to win any beauty contests.

Liches deal decent damage to an area and freeze any opponents they encounter!

16. Vampire

"About three things I was absolutely positive: First, Edward was a Vampire. Second, there was a part of him - and I didn't know how potent that part might be - that thirsted for my blood. And third, that was damned well the worst love story that I have ever seen!"

These old bloodsuckers should never be left out of any well-ordered, clichéd undead faction. Myths, such as that in daylight they will turn to dust, have yet to be confirmed - same with the garlic.

The thing with the reflection is true though, and it makes them livid so you really shouldn't mention it - or any teen vampire novels either for that matter.

Vampires drain vitality from their opponents and heal themselves with every attack.

17. Grave Golem

"Who has awoken me from the sleep of death?"

The Grave Golem is so-called not because he likes to dig, but because he is an animated tombstone. This undead spoilsport hits hard (he is after all made of tombstones and the like) and also emanates evil-smelling air - proverbially stealing his opponents' breath. Helene Fischer should make a song about it.

A Grave Golem is a Titan Unit. You can only own one Titan.

LAST WORDS

That should give you the basics for this splendid game, and you should now be able to campaign your way to success against the hideous Forces of Good. If, in spite of this slim and breezy pamphlet, something should still be unclear, you will find in the game most excellent and formidable Help functions, Tool Tips and further explanatory stuff, like some tutorials.

We hope you have a lot of fun with DUNGEONS 3 and know to appreciate our work, full of privation!

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