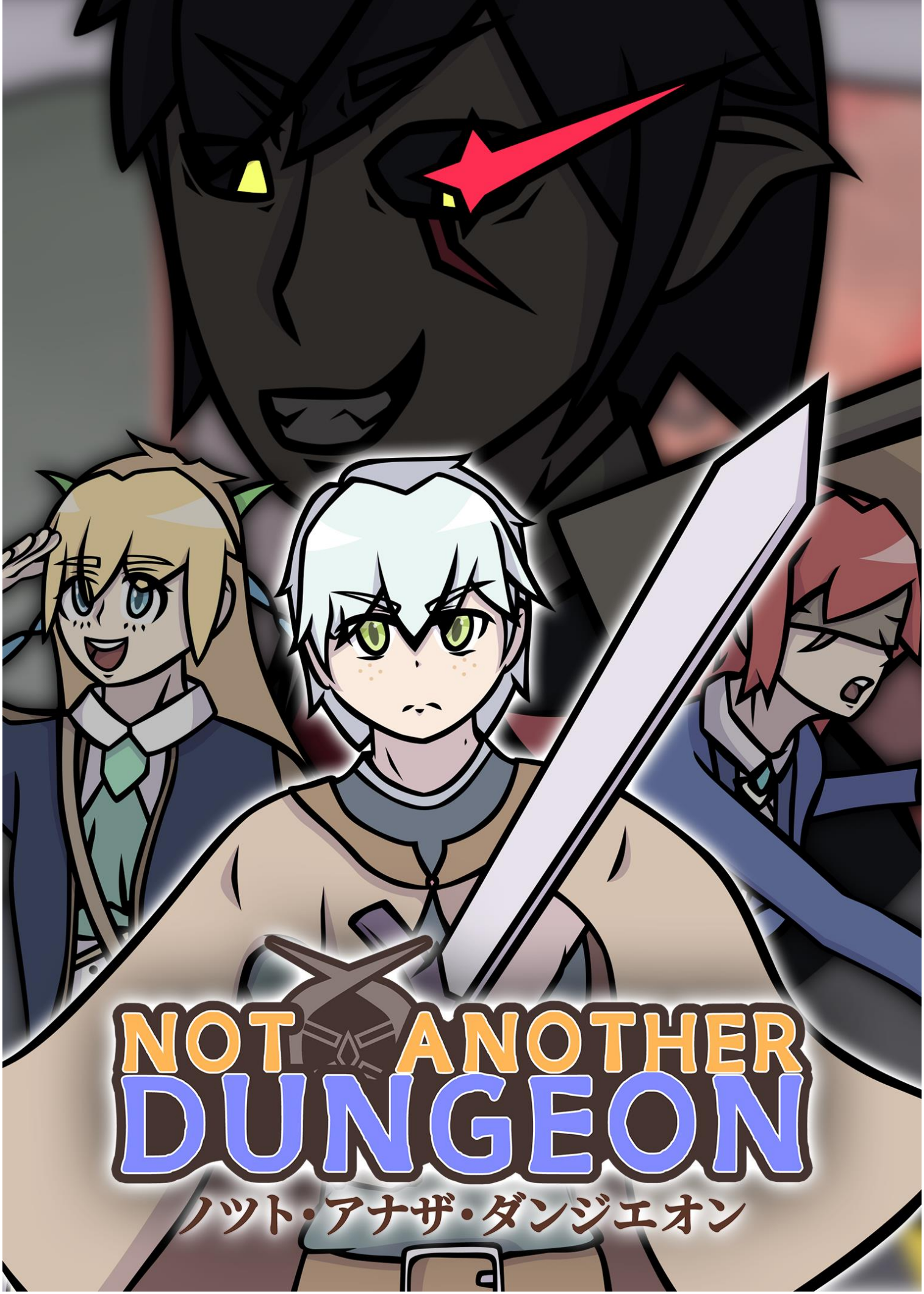


Electronic Instruction Manual

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Disclaimer: This manual was written before the game was released. We do not assume any liability for the contents of this document as they may be out of date by the time you read this document.
Status: October 20, 2021

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Product Description

Not Another Dungeon?! is a virtual card game, which is designed for one player to play against an artificial intelligence (from here: AI). The target group of this game are players (from here: the player) who enjoy card games and session-based gaming experiences. The game principle uses elements from the rogue-lite / rogue-like genre and relies on simple but deep (session-based) gameplay. This game is **free in all its facets** and will remain so. There is no way to invest real money in this game.

Goal of the game

The aim of a session is to defeat the demon king Aphradim and his followers in 10 dynamically randomly generated enemy card constellations. On the way you recruit (and lose) heroes, whereby the random factor decides which heroes are added to your own troop. The key to success is to use the skills and strengths of the various heroes wisely.
An interactive introduction is available in the game under the item "Tutorial". We recommend playing this one. After successfully completing this introduction, you will receive an achievement and a new hero.

Progress and unlockable items

With each run, the player receives a certain amount of gold (the in-game currency of Not Another Dungeon ?!) and experience points, depending on their performance. When a threshold is exceeded, the player goes up a level and receives a small amount of gold. This gold can be used to buy various items in the store.

In the course of the game you can unlock various items. The player can see the progress of the activation via their statistics. The unlockable items are:

- Booster Packs: A package with a fixed number of hero cards. New heroes can be selected from the next run. Duplicates are possible and the player receives a little gold if he receives such a duplicate from a booster package instead of a new hero. Booster packages belong to a booster series. The activation progress of the booster series can be viewed in the shop.
- Profile Pictures: Every player has a profile picture. New profile pictures can not only be unlocked through tasks and achievements, but can also be purchased in the store.
- Letters: Collectable items that further explain the heroes' backstory and can provide clues about upcoming maps and / or dungeons. Just like profile pictures, these are available through assignments, achievements, or purchase in the store.
  We plan to offer additional content with the addition of new dungeons. If the player should want to advance into the next dungeon, he should fulfill a difficult task and have to pay an "entry fee" in the form of in-game currency (which cannot be purchased). We will then provide further information on this in the corresponding patch notes, which can be viewed on the sales platform.

Menus

The individual menus are roughly explained in the following section. For a more detailed explanation, we recommend playing the interactive tutorial (*see Goal of the game*).

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Main Menu



Screenshot of the Main Menu.

1. *Mailbox and Quest list.* Letters to the player as well as his current and completed quests can be viewed here.
2. *Fastest Time.* The time in which the player has conquered the Tower of Imalsrith the fastest.
3. *High Score.* The highest number of points achieved by the player in one run.
4. *Current Gold.* Displays the current amount of in-game currency owned by the player.
5. *Username, Profile Picture and Level.* Here the player can make adjustments to his profile picture.
6. *Links.* Web links to other resources about the game.
7. *View Top Players.* Shows the best players in the selected category.
8. *Version Text.* Displays the current version. With each version there are changes that can be viewed in the patch notes on the sales platform.
9. *News.* The most important news, such as time-limited events or major expansions, are listed again here. The entire text can be displayed by clicking on the "+" below.
10. *Arcade.* Opens the Game Mode Selection.
11. *Tutorial.* Starts the interactive introduction to the game.
12. *Unlocks.* Displays collectibles and the store.
13. *Bonus-Codes.* Sometimes codes are published through which the player can get various things.
14. *Statistics, Options and End Game.* In the statistics, the player can, among other things, see the number of his collectibles.

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Game Mode Selection

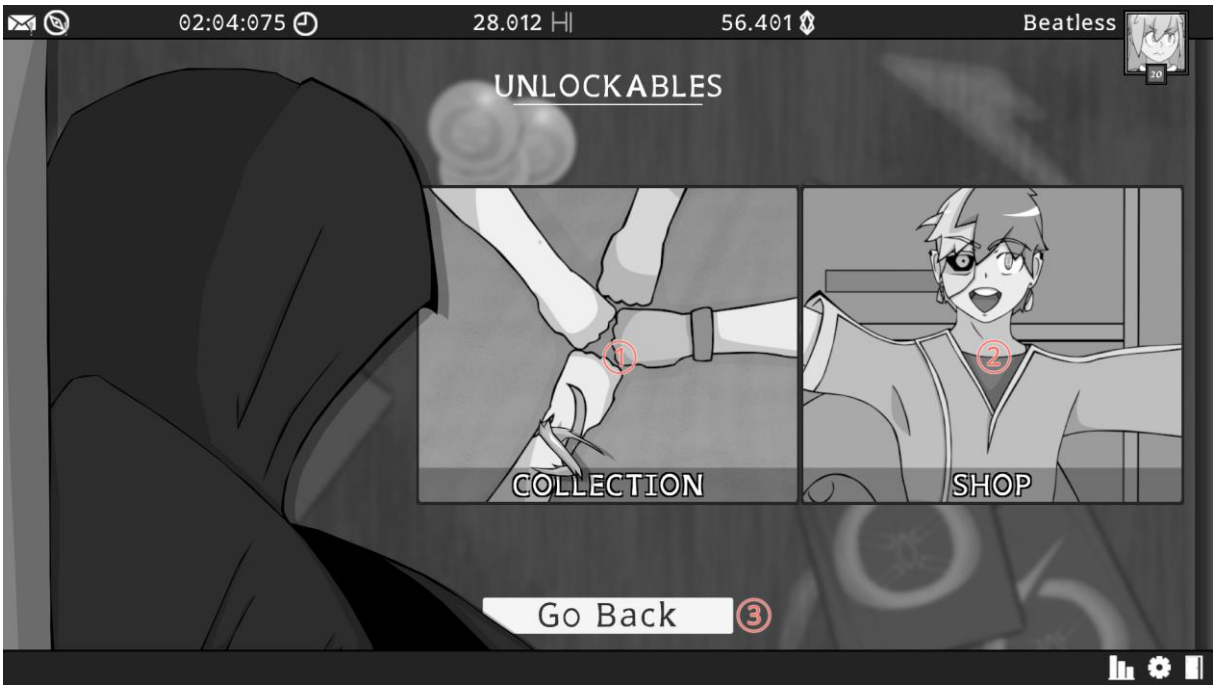


Screenshot of the Game Mode Selection.

1. *Arcade.* The default game mode.
2. *Chaos Mode.* In this game mode, the values of all units are set randomly.
3. *Display Timer.* Displays a timer while in-session.
4. *Close.* Closes the Game Mode Selection.

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Collection Overview



Screenshot of the Collection Overview.

1. *Collection.* Here the player can see the heroes and letters he has collected.
2. *Shop.* Booster Packs, Profile Pictures and Letters can be bought here.
3. *Go Back.* Returns to the Main Menu.

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Collection



Screenshot of the Collection.

1. *Heroes and Monsters.* Seen enemies and unlocked heroes can be viewed here in more detail.
2. *Letters.* Unlocked Letters can be read here.
3. *Go Back.* Returns to the Collection Overview.

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Miscellanea

Not Another Dungeon?! belongs to Daggerbunny Studios (from here: the developer, we), but characters from different games and other media can find their way into the game as a so-called "cross-over". For these characters, however, the developer has obtained the explicit rights from the authors in advance.

The menus shown here may have changed significantly in the course of development (even after publication). We are planning to bring several free expansions to the game (as of October 2021, at least 2 expansions are firmly planned). These extensions are divided into several categories:

- **Major Expansion:** New Dungeons, New Booster Series‘ & Contents of a *Medium Expansion*.
- **Medium Expansion:** Individual new cards (e.g. through events), new Letters, new Profile Pictures & Contents of a *Minor Expansion*.
- **Minor Expansion:** Bug fixes and gameplay adjustments.

However, these are not to be expected too regularly.

Contact

If you would like to contact us developers, the following options are available to you:

- For casual conversations, to meet other players and to be the first to hear the latest:
    - Official Discord Server: *https://discord.gg/4vDSNNs*
- For (customer) support, inquiries (e.g. for dubbing)
    - E-Mail: *sup.daggerbunnystudios@gmail.com*
    - Through the sales platform

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