

Fellow adventurer, thank you for your interest in our undertaking! We will do our best to keep you challenged and entertained.

Dalain, Zenn, Ionor and Barbados

About this manual

The game is designed to be self-explanatory and features quick tips, tooltips and help system so you can play it right away without having to remember anything first. This manual summarizes the information **available in game**, covers some **technical** aspects and provides a **walkthrough** - just in case.

Table of contents

Game Mechanics 2
Basic concepts 2
Primary attributes 2
Secondary attributes 3
Perks 4
Fighter Special Abilities 5
Ranger Special Abilities 5
Clerical Spells 6
Wizardry Spells 7
Game Interface 9
Adventure Mode Controls 9
Battle Mode Controls 9
Controlling the Camera 10
Miscellaneous Tips 11
Savegame locations 12
Walkthrough 13

Game Mechanics

Basic concepts

Fatigue and Rest

Making one melee or ranged attack, casting a spell or getting hit in combat increases the fatigue by **1** Point. A character that develops the maximum fatigue level is still able to move or use inventory items but must **rest** to become able to attack or cast spells again. In general, resting during full battle turn relieves **50%** of the maximum fatigue. However, if a character with, let's say, **4 Action Points** decides to spend the first two on moving and the last two on resting, he will proportionally replenish **25%** of the fatigue. The **Rest in War** perk can make resting more effective.

Pain

Characters with health lower than **90%** begin to suffer pain, which results in lowering attack accuracy by **-1** for every **10%** of health below the pain threshold.

Attacks of Opportunity

Attacks of Opportunity (AOOs) are triggered by a character that leaves melee range of the enemy without attacking it, thus provoking the enemy to do one melee attack with no Action Point cost. Due to spontaneous nature, the attack suffers **-7 accuracy penalty**. Shooting and spellcasting at melee range do not trigger AOOs.

Partial APs for Melee or Ranged Strike

The base attack costs **3 Action Points**. For the next example, let's say Dalain has only **2 APs** available and you order an attack. In this case, the attack will be scheduled for the next turn. The next turn, Dalain will use one more Action Point and make an attack. Should the target die or run away before the scheduled attack commences, **2 APs** will be replenished, and Dalain will be able to use them another way.

Primary attributes

Strength

Each point of Strength score above **1** increases melee damage by **10%** and damage done with throwing weapons by **5%**. Every **three** points of Strength contribute **one** point to the Maximum Fatigue.

Speed

Each point of Speed score increases the Action Points by **1**. Also, Speed defines the **order of moves** during turn-based combat.

Dexterity

Each point of Dexterity score increases Melee and Ranged Accuracy by **1**. It also increases Ranged damage by **5%**.

Constitution

Each point of Constitution contributes **5** points to the Maximum Health and **one** point to the Maximum Fatigue.

Intelligence

Intelligence affects the effectiveness of Magic Spells and Special Abilities in many different ways. In many cases, each point of Intelligence increases the power of offensive magic spells by **10%**. Also, each Intelligence point above 1 increases the experience gained in quests and battles by **5%**.

Secondary attributes

Melee Attack Accuracy

Melee Attack Accuracy strikes against the Evasion score of the enemy. Equal scores result in **75%** to hit chance. Higher Accuracy raises the chances, lower worsens them. Detailed hit chance table can be found in the Help section of the game.

Ranged Attack Accuracy

Ranged attacks from the distance less than 1 meter suffer **-7** accuracy penalty. Range from **1** to **3** meters imposes no hindrances to the aim, and every next meter of distance reduces the accuracy by **1**.

Evasion

Evasion score prevents enemies from scoring melee and ranged hits.

Maximum Health

Each battle starts with all characters at their maximum Health. To win, the party must end the battle with at least one conscious character. Characters always start battles with their hitpoints at the maximum

Maximum Fatigue

Making one melee or ranged attack, casting a spell or getting hit in combat increases the Fatigue by **1** point. A character that develops the maximum Fatigue level is still able to move or use inventory items but has to Rest to become able to attack or cast spells again. Characters always start battles with no fatigue.

Damage Resistance

Physical Damage Resistance percentage applies to melee and ranged incoming attack damage

Magic Resistance

Magical Damage Resistance lowers the damage received from enemy offensive spells. For triggering spells, such as Possess or Irresistible Itch, Magic Resistance defines the probability of complete spell failure

Pain Threshold

Characters with health level below the Pain Threshold begin to suffer pain, which results in lowering melee and ranged attack accuracy by **1** for every **10%** of health below the threshold.

Critical Chance
Critical hits do double damage to the target.

Experience
Experience earned in quests is divided evenly between the party members. The same is true for the first half of the experience earned in battles. The second half is divided proportionally to the damage done to enemies

Level
All classes receive **2** Attribute points with every new level. Fighters and Rangers receive **1** Perk point every level and **1** Talent Point every **3** levels. Clerics and Wizards, on the contrary, receive more Talent and less Perk points. There is no cap for level progression. **Once** per level, a character can reset his Attribute, Perk or Talent points and spend them the other way

Attribute Points
Each level-up yields **two** Attribute Points that can be spent on raising any of primary statistics

Perks

Mind the Sponge
Each rank of this perk contributes **+5%** bonus to the amount of experience gained from battles.

Remain Vigilant
Each rank reduces the attack accuracy penalty for Attacks of Opportunity by **1**.

Rest In War
Each rank makes Rest relieve **10%** more fatigue.

Go For the Eyes
Each rank gives every attack a **1%** probability to land as a Critical Hit doing the double damage.

Finders Keepers
Each rank increases the chance to successfully recover an ammo shot by the character by 10%. The chance is calculated for each shot separately.

Threshold the Pain
Each rank lowers the pain threshold by **10%**. Pain lowers melee and ranged attack accuracy by **-1** for every **10%** of health below the threshold.

Witch It

Each rank gives a **1%** chance to catch an incoming arrow or bullet, which does only **30%** of damage to the catcher and becomes added to the party inventory.



Fighter Special Abilities

Push

Fighter pokes the enemy, doing the damage equal to **half** of his **Constitution** score and pushing the target back

Cost : **4** Action Points and **1** Fatigue.

Defend

Fighter concentrates all his efforts on avoiding enemy blows, does not attack and gains **+2** Evasion for **each** Action Point.

Cost : **All** the Action Points and **1** fatigue

Berserk

Fighter goes berserk until the end of the battle. He receives **+2** to Speed and Strength but ceases to obey orders, randomly chooses targets and receives **-7** penalty to Evasion.

No Action Point or Fatigue costs to activate



Ranger Special Abilities

Aim At Head

Ranger aims at the head. Successful hit blinds the target, lowering attack accuracy by **1 plus** Ranger's **Intelligence** score. The effect lasts for **1 plus** Ranger's **Strength** score turns.

Cost: **3** Action Points and **1** fatigue

Aim At Torso

Ranger aims at the solar plexus. Successful hit hinders breath, increasing the enemy Fatigue by **10%** for every point of ranger's **Strength** score.

Cost: **3** Action Points and **1** fatigue

Aim At Feet

Ranger aims at the feet. Successful hit slows the target, lowering Speed by **1** point plus **1** point for every three points of Ranger's **Intelligence** score. The effect lasts for number of turns equal to ranger's **Strength** score.

Cost: **3** Action Points and **1** fatigue



Clerical Spells

Jump

Cleric performs a jump and unleashes tremendous amounts of Chi energy, striking all foes at the range equal to **half** of Cleric's **Intelligence** score. The base damage, equal to half of Cleric's **Constitution** score, is increased by **10%** for each point of **Intelligence**.

Cost: **5** Action Points and **1** fatigue

Bless

Clerical blessing clears mind and sharpens aim. Blessed ally enjoys accuracy increase by **1** for every **2** points of Cleric's **Intelligence**. The effect lasts for number of turns equal to **Dexterity** score of the cleric.

Cost: **2** Action Points and **1** fatigue

Heal

Cleric sends a wave of Chi support to the wounded ally, washing away the pain and conglutinating wounds. The spell restores **1** HP for every point of Cleric's **Intelligence** and **Constitution** and **5** points for each **rank** of Heal spell. Cost : **3** Action Points and **1** fatigue

Cost: **3** Action Points and **1** fatigue

Regeneration

Cleric concentrates all his efforts to imbue the ally with regenerative Chi torrents. The target begins to regenerate wounds at the rate of **half** the Cleric's **Intelligence** score per turn. Cleric's **Dexterity** defines the duration of the spell.

Cost : **4** Action Points and **1** fatigue

Holy Strength

Divine interventions can strengthen muscles as well as spirits. Holy Strength increases target's Strength by **1** for every **2** points of Cleric's **Dexterity**. The effect lasts for number of turns equal to **Intelligence** score of the cleric.

Cost: **2** Action Points and **1** fatigue

Chi Skin

Also known as the Embrace of the Universe, this powerful blessing creates a Chi whirlpool around ally's body to protect it against physical damage. Upon casting, Damage resistance of the target is raised by **twice** the cleric's **Intelligence** score. Every subsequent turn, the effect gets weaker by **3** points until it completely wears out.

Cost: **3** Action Points and **1** fatigue



Wizardry Spells

Spark

Wizard sends a small ball lightning toward the enemy, dealing damage ranged from **Dexterity** to **Intelligence** scores of the caster. The magic missile never misses, has no range limit, and raises target's fatigue by **2**.

Cost: **3** Action Points and **1** fatigue

Summon

The spell summons a skeleton with a set of primary attributes **equal** to those of the wizard for number of turns equal to the Wizard's **level**. Equipment of the summoned undead depends on caster's **Intelligence**:

1-8 - Short Sword
9-13 - Long Sword
14-17 - Vampiric Sword
18 and more - Sword of the Stars
Cost: **4** Action Points and **1** fatigue

Possess

The wizard summons a restless spirit and introduces it into the target's body. If the Wizard's **Intelligence** score is **twice** (or more) as big as the Intelligence of the enemy, the sprit takes over, and the victim begins to act chaotically, attacking everyone at sight. The possession lasts for **two** turns and **one** turn for **each** rank of Possess spell. After the possession expires, the enemy, overwhelmed with hatred toward the Wizard, will try to take its revenge.

Cost: **4** Action Points and **1** fatigue

Force Field

The Wizard creates a strong force field around himself, raising his Hit Evasion by **1** for every **2** points of **Intelligence**. The effect lasts for number of turns equal to **Dexterity** score of the caster.

Cost: **3** Action Points and **1** fatigue

Irresistible Itch

The spell puts the target's nervous system into the resonance that produces unbearable itch of phantom nature. As the result, **1** Action Point and **2** fatigue are wasted to scratching each turn. Despite the name, the spell can be successfully resisted with Magic Resistance. The effect lasts for number of turns equal to **Intelligence** score of the caster.

Cost : **3** Action Points and **1** fatigue

Fireball

Wizard opens a tiny portal to the Plane of Elemental Fire on the tip of his staff for a fraction of a

second. Proper timing and proper swinging result in a ball of elemental fire moving in desired direction with desired speed. Upon the impact, the fireball ignites the target, dealing continuous damage. The first turn, the damage is equal to the **Intelligence** score of the Wizard. Each successive turn, the flame gets weaker, dealing **3** points less damage until it fully extinguishes.

Cost: **3** Action Points and **1** fatigue

Tornado

Wizard sends small tornadoes toward nearest enemies and pushes them back. Every **3** points of caster's **Intelligence** score produces **one** tornado. Push distance is **1** meter for every **point** of caster's **Dexterity**.

Cost: **3** Action Points and **1** fatigue

Game Interface

Adventure Mode Controls

Interacting with Objects

Left-clicking an object brings out the context menu with the list of actions applicable for it. The first action is always 'Look at'. **Right-clicking** the object is a shortcut for the 'Look at' action.

Keyboard Shortcuts

[J] opens the list of current quests
[I] opens the inventory screen
[C] opens the character sheet
[M] goes to the map/quick travel screen
[TAB] highlights all objects that can be interacted with
[ESC] opens the options/save/load panel
[F5] quicksaves the game
[F9] loads the quicksave
[F], [R], [G] switches the camera to Floating, Cinematic, and Shoulder modes, respectively

Battle Mode Controls

Default Attack Keys

When you click an enemy, your active character makes a default attack. It can be Melee, Ranged, or Spell. Pressing [1],[2],[3] or [F1], [F2], [F3] makes the respective attack default for the current character.

Autobattle Keys

The [`] key orders the current character to act on his own during the current turn. The [TAB] key turns Autobattle mode on and off for all player characters.

Shift key

If you point and click an enemy, the default attack will commence. However, if you **shift-click** an enemy, your active character will go to the point residing on the ground behind the enemy, as if the enemy did not existed. In other words, the shift key forces movement.

Ctrl key

Hold down the [CTRL] key to display health levels of all combatants.

Miscellaneous Shortcuts

[C] casts a spell or activates a special ability
[O] orders the current character to Wait for the end of the turn and act last
[T] orders the current character to Rest
[S][P][A][C][E] **o**rders the current character to Pass and save up to 2 APs for the next turn

[I] accesses the inventory

Camera shortcuts

During the battle, camera can function in Floating [F] or Shoulder [G] mode.

Controlling the Camera

Cinematic Camera

In Cinematic mode, the camera cannot be controlled at all. It automatically jumps among predetermined positions.

Floating Camera

In Floating mode, the camera is always centered on Dalain. Its relative position can be adjusted using the following controls:

[W] / [↑] and [S] / [↓] keys and mouse wheel zoom the camera in and out

[A] / [←] and [D] / [→] rotate the camera around Dalain

The camera also can be controlled by holding down the right or middle mouse button while moving the mouse.

Shoulder Camera

The only way to control the camera in Shoulder mode is to hold the right mouse button and move the camera to the left or to the right.

Battle Camera

In battle mode, you have full control over the camera. Controls:

[W][A][S][D] and [↑][↓][←][→] keys move the camera

[Z]/[X] keys and mouse wheel zoom it in and out

[Q]/[E] keys rotate the camera

The camera also can be controlled by holding down the right or middle mouse button while moving the mouse.

Miscellaneous Tips

Use Item ...

Whenever you see '**Use Item ...**' in the context menu of an object, be sure there is always something that can be used on it to advance the plot or provide some benefit to the party. Please keep that in mind.

Inventory and Battles

During battles, characters can access inventory and equip everything except armor without Action Point cost. Using an item such as a potion costs **1 Action point**. Please note that it is impossible to replenish the reserve of spells by equipping items that grant extra spells during the battle. To gain extra spells, a spellcaster must have such an item equipped before the battle starts.

Stacking of Magical Effects

Magical and elemental effects stack only if they have different origins. For example, the Regeneration effect from two Regeneration spells will not stack, but Regeneration from a potion and a spell will. Similarly, effects of fire ignited by a flaming arrow will add to those produced by a fireball spell.

Cheating

Proper and wise leveling is an integral part of role-playing fun, but getting in a dead end due to erroneous leveling decisions puts all the fun to an end. To avoid such a situation, you can resort to a Cheat! button in Options screen, which will reset all Attribute, Perk, and Talent Points earned and previously allocated. Please remember : use it only in a time of dire need, for cheating never adds to satisfaction.

Constitution Matters

During level-ups do not fall into the temptation to invest all Attribute points into offensive parameters. Having Intelligence-20-Barbados shot down in the first round contributes no fun to the gameplay.

Mind the Ammo

Missiles are rare and valuable resource, so try not to waste them on easy battles. Or find other ways to replenish your quivers.

Seven Deadly Sins

Some of the Seven Demons possess very special skills. Right-clicking them in battle and reading creature descriptions might help you with an idea of how to defeat them.

Savegame locations

You can find your saved games in following directories :

PC

C:\Users\[username]\AppData\LocalLow\The Dwarf Run\The Dwarf Run Roleplaying Adventure\Savegames\

Mac

/Users/[username]/Library/Application Support/The Dwarf Run/The Dwarf Run Roleplaying Adventure/Savegames/

Linux

/home/[username]/.config/unity3d/The Dwarf Run/The Dwarf Run Roleplaying Adventure/Savegames/

Walkthrough

The walkthrough covers only the basic actions that are required to finish the game.

Chapter One

The Barn Room
Look at the Torch.
Pick up the Torch.
Look at the Door.
Pick up the Plank.
Use the Plank on the Door.
Go to the pile of rocks and pick up the big Rock.
Go to the cave in and pick up all small Rocks.
Equip Rocks as melee weapons
Use the big Rock on the 'Plank in the Door'
Defeat the Restless Body.
Use the Pickaxe on the Crate. Equip the equipment.
Use the Pickaxe on three Boulders. You will get lot of stones to use as ammunition. Further on, always keep your eyes open for Boulders and turn them into Stones with the Pickaxe.
Look at the Thing that glows with blue light.
Enter the corridor and defeat zombies.

The Crossroads
Look at the Batten Pile.
Turn right and go down the corridor.

The Workshop Room
Look at the Skeleton.
Search the Skeleton.
Look at the First Colony.
Talk to the First Colony.
Talk to Angus again.
Talk to the Second Colony.
Talk to Angus.
Talk to Angus again.
Talk to the Third Colony.
Talk to the Third Colony again.
Use the Gem on Angus.
Defeat Iridiel.
Take the Chainmail.
Search the Rack.
Open the Chest.

Open the Chest again.
Defeat the Fallen Apprentice.
Use Bones on Workbench.
Pick up the Pot.
Use Water Rod on Ground.
Use Pickaxe on Spot.
Use Pot on Oil.
Go to the Crossroads.

The Crossroads
Use Pot of Oil on the Batten Pile.
Use Torch on the Batten Pile.
Go down the corridor.
Defeat skeletons.
Now you can return to the Workshop Room and turn Bones into Bone Arrows.
Turn right and go down the corridor.
Touch one of the skeletons.
Go down the corridor.

The Platform Room
Pick up the Rope.
Use Rope on Sword in Rock.
Use Rope on Element.
Use Woodcutter's Axe on Railing.
Pick up the sword.
Return to the corridor when you encountered two skeletons.
Go to the left.

The Lab Room
Pick up Coins from the Statue.
Defeat the Imp.
Pick up Coal from the Hearth.
Pick up Magnet
Pick up Potion
Return to Pierre and Maria and use the Magnet on both Heaps of Hay

The Platform Room
Return to the Platform Room
Look at the Thing
Touch the Teleporter
Defeat the Goblin Scout
Touch the Teleporter
Defeat Hellraisers
Go down the corridor
Search the Corpse

Go down the corridor

Chapter Two

Spiders Nest

In this chapter, always keep your eyes open for corpses and skeletons on the floor and search them.

Open the Crate and get arrows.
Defeat Lots of Spiders.
Defeat Two Watchers.
Talk to King.
Go to the Crossroads.
Look at the Grate.
Look at the Statue.
Enter the Widow territory.
Defeat Three Widows.
Defeat Widows and Thralls.
Enter the Queen Lair and defeat the Queen.
Return to the Rebel Base.
Talk to King three times.
Go to the Crossroads.
Examine the Statue.
Go to the Sewer Room.
Defeat the Turd Zombies.
Search the first pile two times.
Search the second pile two times.
Return to the Crossroads.
Use the Prism on the Statue.
Use Torch on the Statue.
Enter the Grate.
Pick up Shovel.
Touch the Teleporter.
Go to the Barn Room.

The Barn Room

Talk to the Colony.
Use Shovel on Spot.
Use the Workbench in Workshop Room to craft some arrows out of Bones and Stingers.
Go to the Platform Room.

The Platform Room

Touch the Teleporter.
Defeat Amazons.
Go to the Lab Room.

The Lab Room
Use Sulphur on Mortar.
Use Saltpeter on Mortar.
Use Coal on Mortar.
Grind the Mortar.
Go down the corridor.
Look at Cave in
Use powder on Cave in.
Use torch on Cave In.
Enter the Unknown.

Chapter Three

Go down the corridor
Look at Thing
Touch Thing
Use Toobiyo on Gland

Chapter Four

Look at Statue
Look at Temple Doors
Enter Crypt next to the Statue
Defeat the Guardians
Search all the coffins
Go outside
Enter Crypt on the far side of the yard
Pick up Sledgehammer
Open three coffins and defeat Sentinels
Return to the yard
Examine the Statue
Use Sledgehammer on the Statue
Rub the Lamp
Now you can go to the left to advance the plot or to the right to for more battles and experience
After defeating the creatures, approach the Temple Doors
Look at Loose Tile
Use Pickaxe on Loose Tile
Enter the Hole
Defeat mice
Climb the Slope
Look at nearest Potion
Climb the Small Box
Climb the Large Box
Climb the Large Box
Climb the Ladle

Push the Skull twice
Look at the Liquid of Dispel
Lap the Liquid of Dispel

Chapter Five

Cornelius's Room
Look at Jewelry Box
Search the Jewelry Box
Pick up the Potion of Firebreath from the shelf
Pick up the Acid from the lab table
Look at the Table
Read the Diary
Look at the Chest
Pickup Orcish Arrows from the Bucket
Look at one of the pedestals
You can activate and defeat Zombies now if you wish or do it later
Open doors
Defeat zombies and Arnold. The battle is not easy, so don't hesitate to make use of Orcish Arrows and Potion of Firebreath.
Pick up Staff, Robe and Slippers
Use Acid on the Doors
Enter Rampo's Room.

Rampo's Room
Search the middle Wardrobe
Look at Table
Read the Diary
Search the Night Pot
Open the Chest
Defeat Rampo
Touch the Teleporter

The Goblin Valley
Defeat four goblins
Follow Hetman
Talk to Hetman
Trade with Trader if you wish
Head to the Orc Camp
Defeat Orc Hunting Party
Defeat Orcs at the Camp
Search the Pot
Use Pickaxe on Barrel
Head to the Zombie lawn
Defeat Zombies

Use Pickaxe on Coffin
Push Coffin
Head to the Teleporter
Waif for Midnight at the Teleporter
Defeat the Demon
Return to Hetman
Talk to Hetman until he says that Slippers were thrown away
Return to the Teleporter
Touch the Teleporter
Exit the Rampo Room, cross the large hall and approach door with a puzzle on it
Use Pickaxe on Puzzle
Enter the Tobias Room

Tobias's Room
Activate the Contraption
Trade with Automat
Defeat Crawlers
Open the Chest
Defeat Tobias
Look at Table
Read the Diary
Pick up Sensor
Look at Seeker
Use Sensor on Seeker
Use Slippers on Seeker
Pick up the Seeker
Use Workbench to craft arrows out of Bones and Stingers
Return to the Goblin Valley

The Goblin Valley
Look at the Compost Heap
Search the Compost Heap
Use Seeker on the Compost Heap
Return to the Temple and open the door next to Tobias's Room
Defeat Two Sentinels
Enter the room

Samuel's Room
Look at Table
Read the Diary
Open Chest
You can read the Spellbook several times and defeat Armies of Darkness for loot and experience
Go the Hall of Sins

Hall of Sins

Use summoning books on appropriate statues to summon and defeat the Seven Demons. Below are some tips for particular battles.

Lust. Before the battle strip Zenn of all his equipment.

Gluttony. Gluttony restores its health when it hits a living creature. Summoned skeletons are not living creatures, so make the Gluttony stop and fight summoned skeleton. Heal the skeleton when needed, fire spells and arrows at Gluttony and hold lesser demons with Dalain.

Greed. At the beginning of the battle, Greed evaluates items equipped on party members and makes its health match the total value of equipment. So equip the party with cheapest weapons: water rod, short sword, etc. That will give Greed about 250 hit points total.

Sloth. You cannot rest during battle with Sloth, so make use of battle moves that do maximum damage at minimum Stamina costs. Use the Orc Adrenaline Potion as the last resort.

Wrath. To wound Wrath, you have to Pass. First, try to slow down the demon with Ranger's Aim At Feet attack, then make Wrath attack summoned skeleton and keep Passing with you characters, running away from Wrath and healing when necessary.

Envy. Battle with Envy is a game of tactics. Concentrate you attacks on one of rival clones, gain the advantage in numbers and defeat the rest of enemies.

Pride. The higher your Dexterity is, the easier it will be to defeat the Pride.

After defeating all the demons, pick up Samuel's Bones and Slippers. Now you should have four pairs of Slippers

Equip Slippers to all your characters
Enter the side corridor
Search Dark Elf Couriers
Exit the Temple

Chapter Six

Go forward until you reach the platform with Chest
Defeat Orcs
Look at the Chest
Open the Chest

Chapter Seven

Cells
Use pickaxe on both Boulders
Look at the Grate
Use Magnet on Grate
Equip Metal Rod and Stones as weapons
Shout at the Grate
Talk to Zog
Examine the Fight Board
You have to win all Tier One, Two and Three Battles and then defeat Akmeismus

Elite League House
Search the Bucket

Search the Pot
Open the Chest
Look at Ganario
In Elite League, you have to win following battles :
* Beggars, up to Beggar Madness
* Summoning, up to Summoning Madness
* Animals, up to Animal Madness
* Barbarians, up to Barbarian Madness
* Knights, up to Knight Madness
* Celebrities, 4 Tiers
* The Red Book, 3 Tiers
* The Book of Horrors, 4 Tiers
* Book of Horrors, 4 Tiers
* Damsel Defense, 6 Tiers
Before you accept the Special Offer from Ganario, make sure you are equipped with good gear and have several potions at hand.

Chapter Eight

Lifeform Receptacle
Use Pickaxe on Leviathan
Look at Leviathan
Enter Leviathan

Waste Chamber
Use Pickaxe on Leviathan two times
Look at the Door Controller
Look at the Waste Controller
Concentrate on the Waste Controller
Look at Maintenance Droid
Deduct at Maintenance Droid
Look at the Loose Panel
Use Tusk on Loose Panel
Use Tusk on Tusk in Loose Panel
Search the Opening
Use Screwdriver on Maintenance Droid
Use Droid Head on Door Controller
Return to the Lifeform Receptacle

Lifeform Receptacle
Look at Breniac
Concentrate on Breniac
Head to the Lab Room

Lab Room

Concentrate on Lifeform Controller and order it to free the creatures

To defeat Xullifan, try to avoid killing Lizard Mule for as long as possible and wait for Creag to lover Xullifan's Damage Resistance with its attacks. Try to make Overseer spend its Heal spells on Creag, not Lizard Mule.

Return to the Lifeform Receptacle

Lifeform Receptacle
Look at the Plate Transfer System
Concentrate on the Plate Transfer System
Look at the Transfer Plate
Place Puzzle on the Transfer Plate
Concentrate on the Plate Transfer System
Head to the Warden Hallway

Warden Hallway
Immediately enter the closet at the right
Open the Locker, you will find some Condenser Bullets
Defeat Warden Atoplian
Search the Desk
Head to the Cockpit

Cockpit
Defeat Commander Hesspen
Search the Desk
Enter Living Quarters and search both Lockers
Return to the Warden Hallway

Warden Hallway
Use Hesspen's Keycard on Airlock Controller
Return to the Lifeform Receptacle

Lifeform Receptacle
Concentrate on Breniac
Head to the Reactor Room

Reactor Room
Defeat Vaggifien and the robots
Search the Desk
Return to the Lifeform Receptacle

Lifeform Receptacle
Use four Keycards on four Lockers and get Spacesuits
Equip Spacesuits
Head to the Waste Chamber

Waste Chamber
Concentrate on the Waste Controller
Order to commence waste dumping

Open Space
Use Dragon Egg, one of Crystals or one of Ingots on 'Backwards'
Use Dragon Egg, one of Crystals or one of Ingots on 'Right'
Look at the Leviathan's Head
Use Torch on Leviathan's Head

Congratulations!

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