

DARK PILLAGE

INSTRUCTION MANUAL





ENTER THE DUNGEON...

DARK PILLAGE

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INTRODUCTION

DEVELOPED BY LUCAS FAVERO, WHO HANDLED THE PROGRAMMING, ART, LEVEL DESIGN, AND SOUND EFFECTS, WITH MUSIC COMPOSED BY LEILA OLIVEIRA

STORY

YOU ARE RHASTHARAK, A ROGUE GOBLIN.

DURING ONE OF YOUR ADVENTURES, YOU STOLE A SMALL POUCH FROM A WIZARD. UPON EXAMINING IT, YOU WERE SURPRISED TO DISCOVER THAT IT WAS A MAGICAL POUCH: IT WAS VIRTUALLY BOTTOMLESS, ALLOWING YOU TO STORE ALL THE RICHES YOU COULD FIND INSIDE YOUR OWN POCKET. WITH THAT IN MIND, YOU SET A NEW GOAL: TO PLUNDER ALL THE TREASURE YOU CAN FIND IN THE LEGENDARY DUNGEON OF THE UNDEAD DRAGON KING!

CONTROLS

USE TO MOVE RHASTHARAK
AROUND THE DUNGEON



PAUSE THE GAME TRAP

HOW TO PLAY

USE THE ARROWS ON THE NES CONTROLLER (D-PAD) TO MOVE RHASTHARAK THROUGH THE DUNGEON.

PRESS A TO PLACE A TRAP THAT DEALS DAMAGE TO ENEMIES WHO STEP ON IT – A GREAT WAY TO DEAL WITH TOUGH OPPONENTS!

YOUR GOAL IS TO COLLECT ALL THE TREASURES IN EACH ROOM WHILE AVOIDING TRAPS AND OBSTACLES.

ONCE YOU COLLECT EVERY TREASURE, THE DOOR WILL OPEN, ALLOWING YOU TO ADVANCE TO THE NEXT CHALLENGE.

BE QUICK AND CAREFUL – THE DEEPER YOU GO, THE MORE DANGEROUS THE LABYRINTH BECOMES!



ENEMIES



SLIME

A CLASSIC

ECTOPLASM

LIVING MEMORIES OF
ADVENTURERS LONG GONE.



ARTHOS, THE KNIGHT:



A NOBLE, KIND-HEARTED
WARRIOR, BELOVED BY ALL IN HIS
CITY.

HE IS KNOWN FOR HIS STRONG
SENSE OF JUSTICE AND THERE
ARE VERY FEW THINGS THAT
TRULY ANGER HIM.

UNFORTUNATELY FOR YOU,
GOBLINS ARE ONE OF THOSE FEW
THINGS.

WANDERING MUSHROOMA



THEY ARE MUSHROOMS THAT HAVE
SPENT A LONG TIME IN CONTACT
WITH THE MAGIC OF THE VERDANT
DUNGEONS.

ALTHOUGH THEY WALK ON TWO
FEET, THEY SHOW ONLY SLIGHTLY
MORE SAPIENCE THAN A COMMON
MUSHROOM.

STONE GOLEM



**CREATED BY WIZARDS TO GUARD THE
TREASURES OF THE DUNGEONS, THE
GOLEMS FAITHFULLY MAINTAIN THEIR
WATCH FOR ETERNITY.**

**THEY ARE VERY SLOW, BUT THEY ARE
INDIFFERENT TO BLOWS FROM
ADVENTURERS AND TRAPS SET BY
GOBLINS.**

THA'GROLL, THE HORRIBLE



A GIANT AND AGILE TROLL WHO
GUARDS A TREASURE, HE SPARES
NO EFFORT IN SECURING WHAT HE
CONSIDERS HIS DINNER.
TO HIM, THERE IS NO DIFFERENCE
BETWEEN A GROUP OF GOBLINS
AND A BOWL OF SALAD.

SKELETON



**LONELY AND LOST IN THE
DARKNESS OF THE
DEPTHS, THEY SEEK TO
SHARE THEIR ETERNAL
BURDEN WITH EVERYONE
THEY ENCOUNTER ALONG
THEIR PATH.**

SPECTER



**NO ONE KNOWS THEIR TRUE
ORIGIN, AND VERY LITTLE
HAS BEEN DOCUMENTED.
IT IS KNOWN THAT THEY
CAN PASS THROUGH WALLS
AND THAT THEY ARE VERY,
VERY OLD – PERHAPS EVEN
OLDER THAN THE DUNGEON
ITSELF.**

KHAZAMIR, THE WIZARD



A VERY POWERFUL WIZARD, KNOWN FOR GREAT DEEDS OF HONOR AND BRAVERY. ON ONE UNFORTUNATE ADVENTURE, HIS MAGICAL POUCH – WHERE HE KEPT HIS TREASURES AND VALUABLE EQUIPMENT – WAS STOLEN.

IT IS SAID HE BECAME VERY, VERY ANGRY AT THE THIEF, AND HEY... WAIT A SECOND...

...YEAH, GOOD LUCK WHEN YOU RUN INTO THIS GUY!