



DUNGEON OF DRAGON KNIGHT

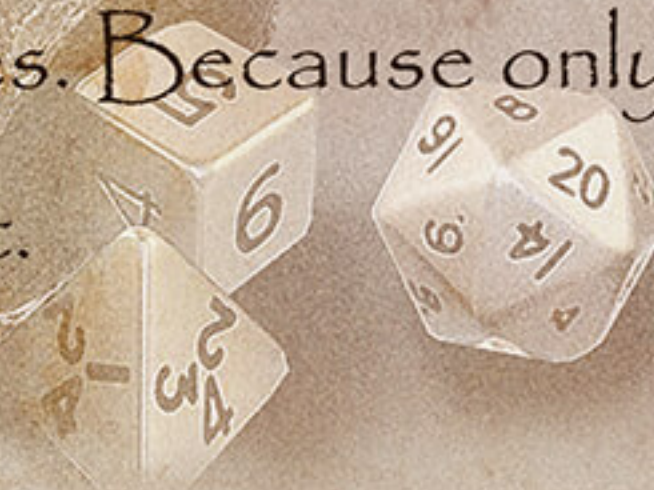
Player Handbook

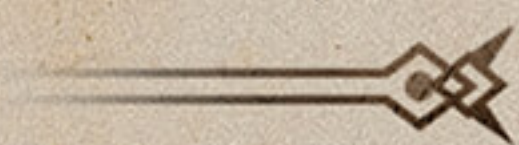
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Game Guide of "Dungeon of Dragon Knight"

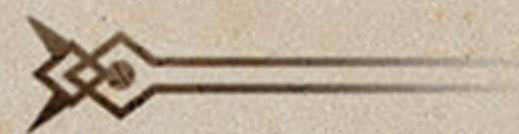
The gameplay of "Dungeon of Dragon Knight" is based on the genre "Instant Dungeon RPG from the First-person Perspective," also known as Dungeon Crawler, which emerged in the 1980s. Based on the real-time movement of the grid, this kind of game fully integrates the strategic and operational sense into the combat and puzzle solving, thus forming its unique style of hand feeling and fun.

This game emphasizes exploration and puzzle solving. Players are trapped in labyrinths, and must avoid a various number of traps. At the same time, they need to fight against a variety of underground horrors to solve complex and interesting puzzles. Because only in this way can they go deeper into the dungeon, revealing the mystery of it.





Introduction



You will lead a team of four to explore the dungeon.



Character movement control



The torch is an indispensable tool for dungeon exploration



2. Get close to the torch on the wall



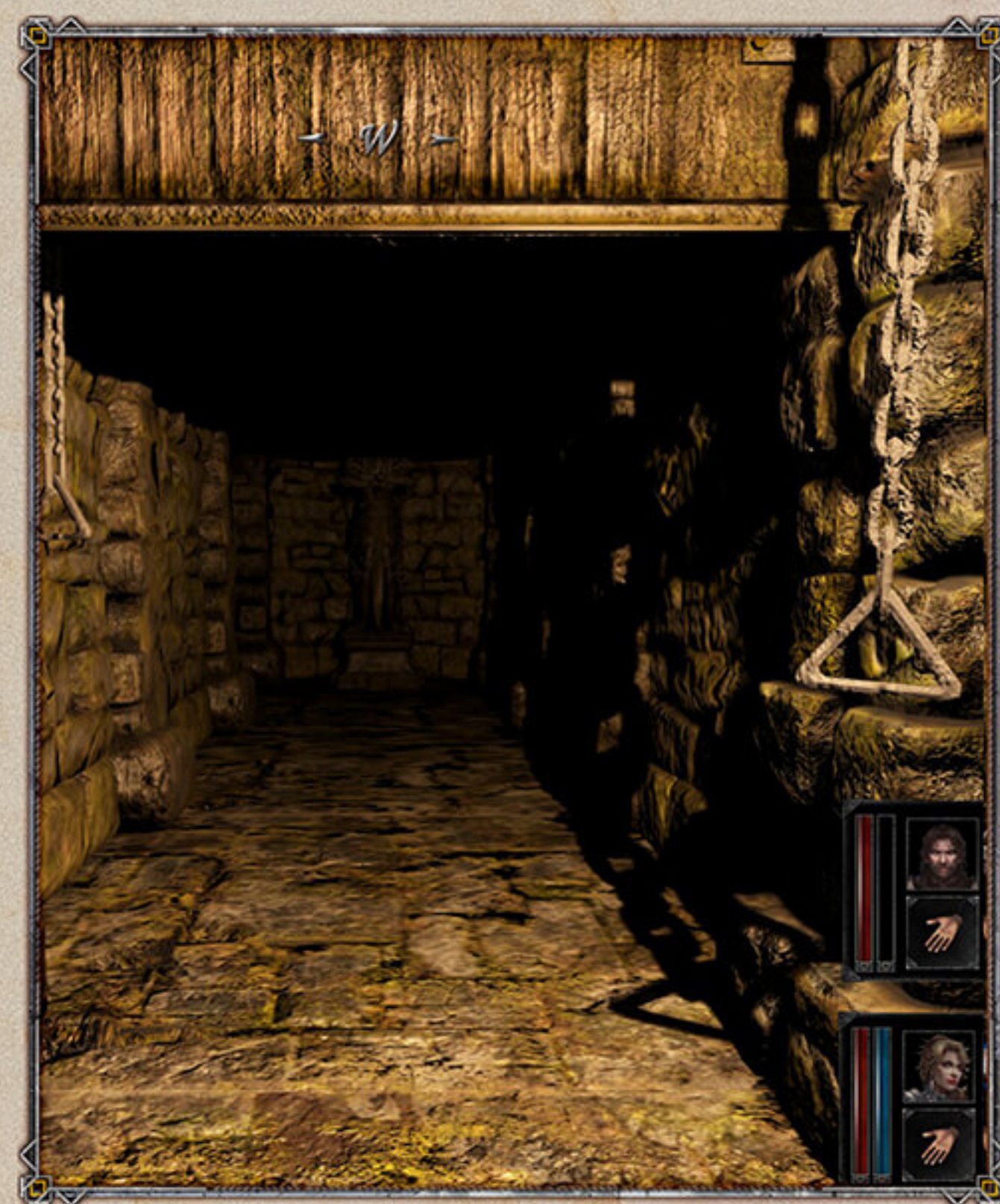
4. Set the torch to the lower right corner

Move to the Wooden door



Click on the pull pin of the chain and open the Wooden door

Open the Wooden door



Officially start your dungeon
adventure!

Using the **Q**、**E** keys to turn will make your move faster



Use the[**Q**][**E**]keys to rotate around corners

Press and hold the right mouse button to freely rotate the angle of view and automatically restore the normal angle of view when released. (if the lens still moves with the mouse after releasing the mouse, please try to click the right mouse again and cancel the lens following).

Encounter obstacles and find the switch



Pull down the lever to open the wooden

Open the wooden door

Blocked by an portcullis controlled by a pressure plate



1. When players step on the pressure plate, the portcullis opens slowly.
2. When players leave the pressure plate, the portcullis is closed again.

Look for objects to solve puzzles

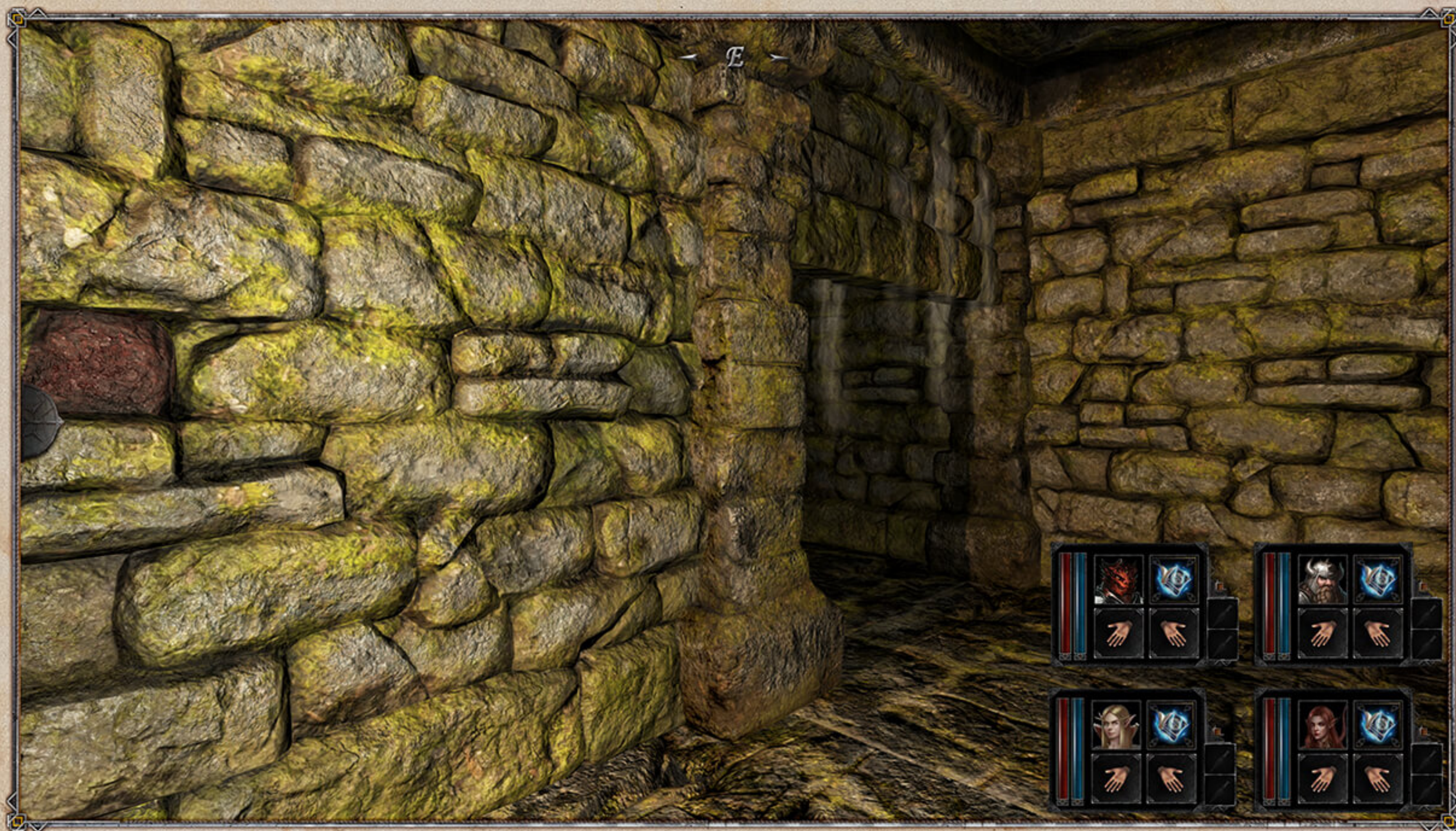


Place the block on the pressure plate, then open the portcullis and go through the obstacle.

Pay close attention to the nuances of your surroundings



Locate the hidden wall



Avoid all kinds of traps in the dungeon



Be careful of the moveable trapdoor



Deciphering hidden messages in the palace



Find different textures of the walls



Find all the props and equipment scattered throughout the underground palace.



Click the left mouse button on objects to pick them up, and objects will follow the mouse movement at this time.



1. **Pick up area** -- you can pick up objects or drop them down in this area.
2. **Throwing area** -- when the object moves with the mouse, click the left button again in the area to throw the object forward.
3. Move the objects to the character's head and click the left mouse button again to put the props into the rucksack.
4. Move the objects to the left or right hand of the characters. Click the left mouse button again to place the objects in the hands of the characters.

Check the character page and backpack details



Character panel



Props details

Equipment panel Character backpack

- 1、 The details of the props can be displayed when the mouse is hovering over the props.
- 2、 Each character has their own backpack, so they do not interfere with each other.

Right-click "use props and equipment"



1. Click the right mouse button to use props located in backpacks or hands.
2. The player can attack or throw if a weapon is placed in hands.

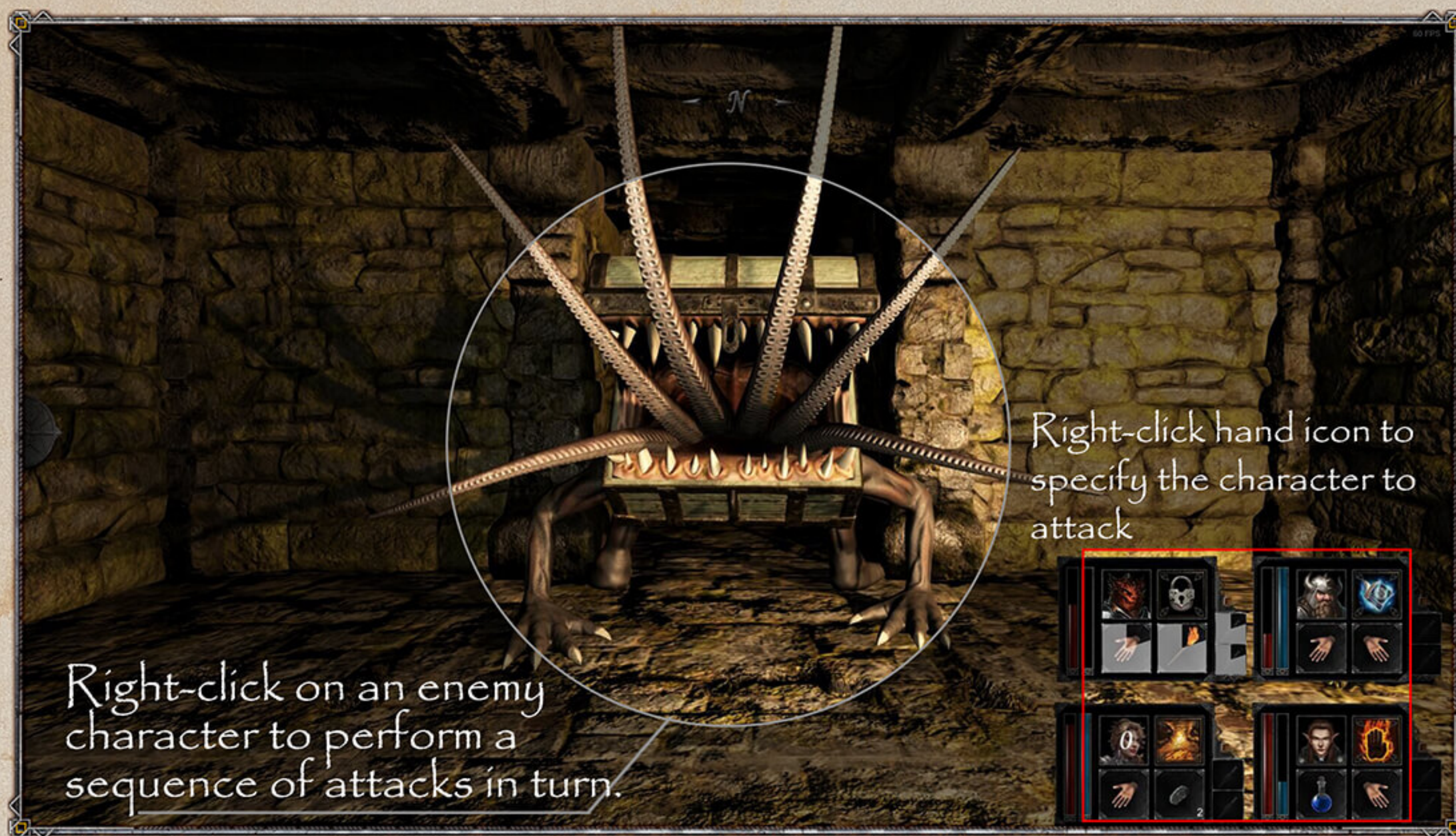
Getting into combat



Player-controlled squads are arranged in a 4-man formation and can move freely during combat.



Attack the monster



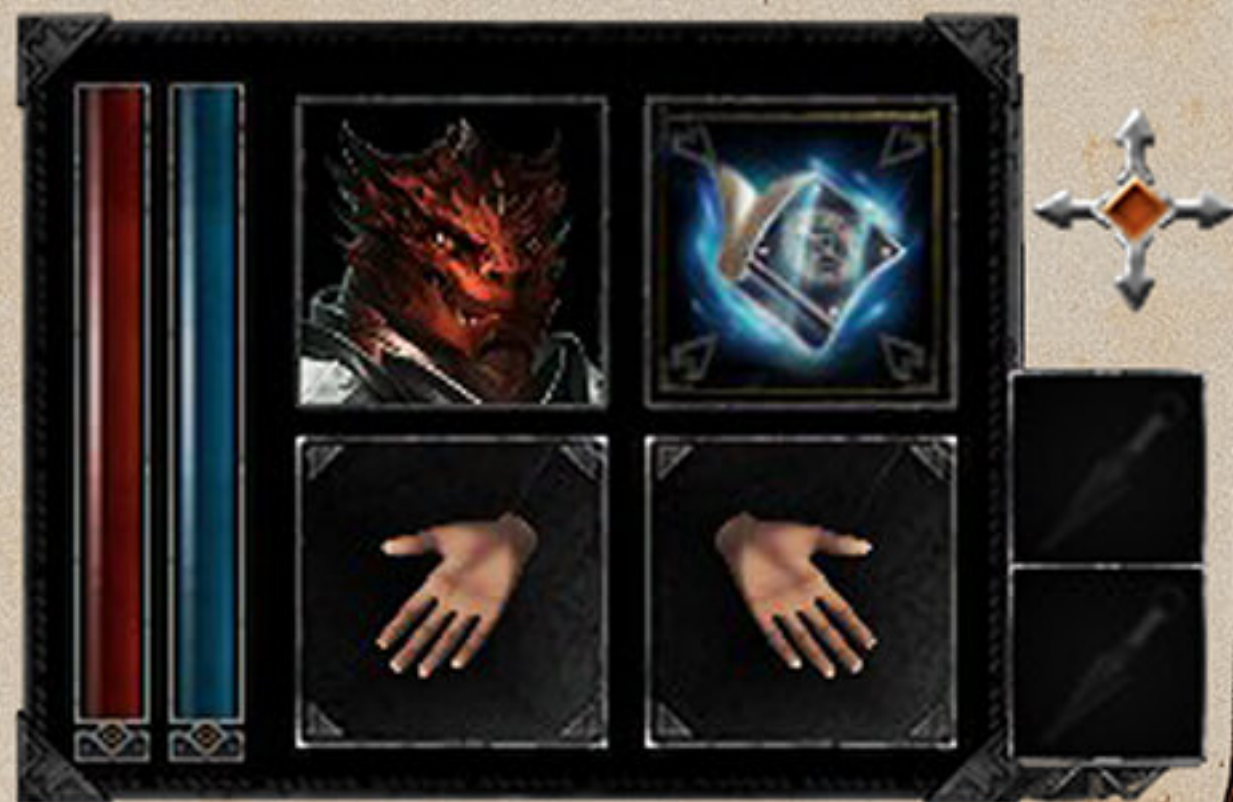
1. After approaching the enemy, click the left mouse button to control the roles to attack in turn.
2. Right-click on the hand icon corresponding to the role, then the hand can be used for attack. If the weapon is equipped, the weapon can be used to attack.

Release the powerful runes magic



- 1、 Only priests, mages and warlords can use magic skills
- 2、 There are different runestones inside the spellbook according to the different roles.

Steps of casting magic:



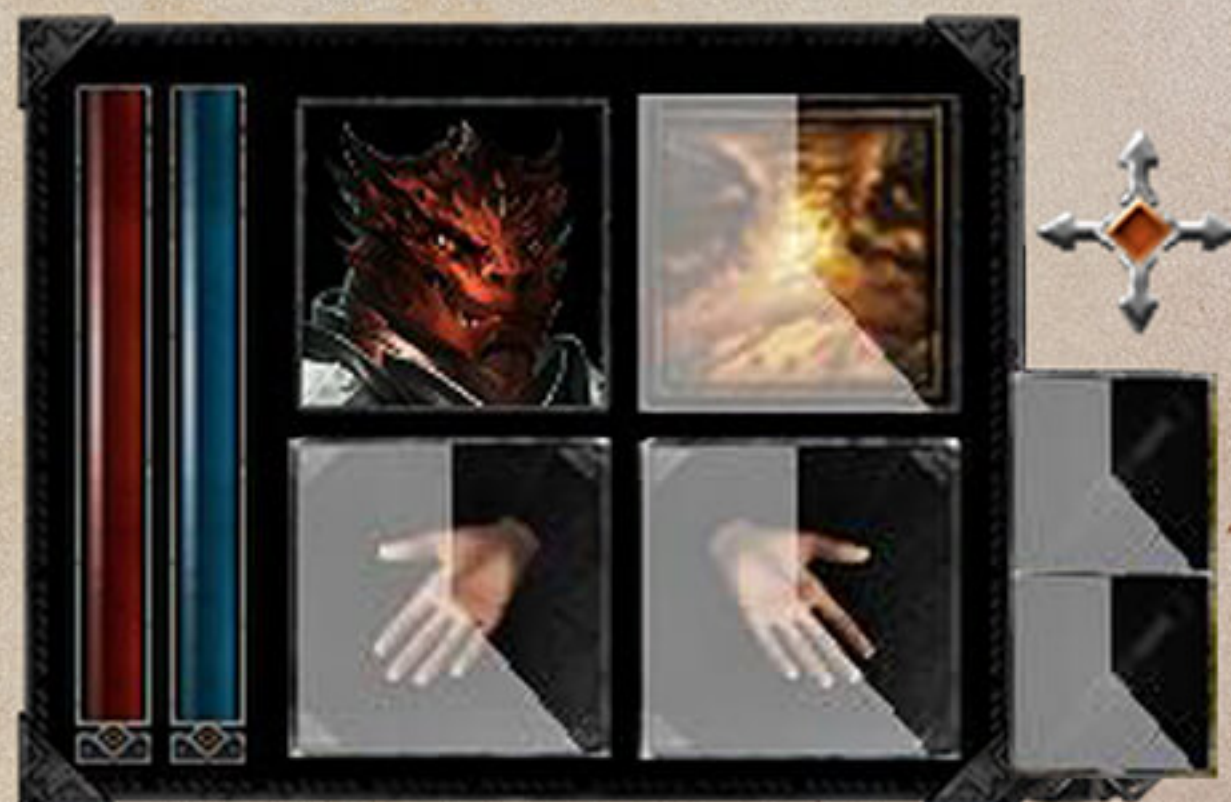
A. Left-click on the magic



B. Left-click the rune



C. Left-click question mark



D. Cast magic

1. Left-click runes to select runes.
2. Right-click the rune to cancel the rune.

Example of a combination of runes

Use "fire rune"



alone to release "fire hand".



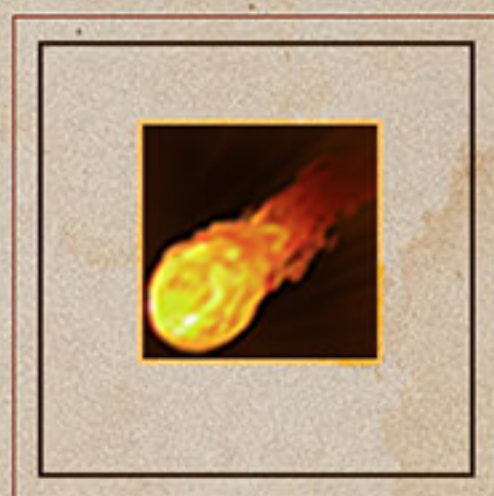
Use "fire runes"



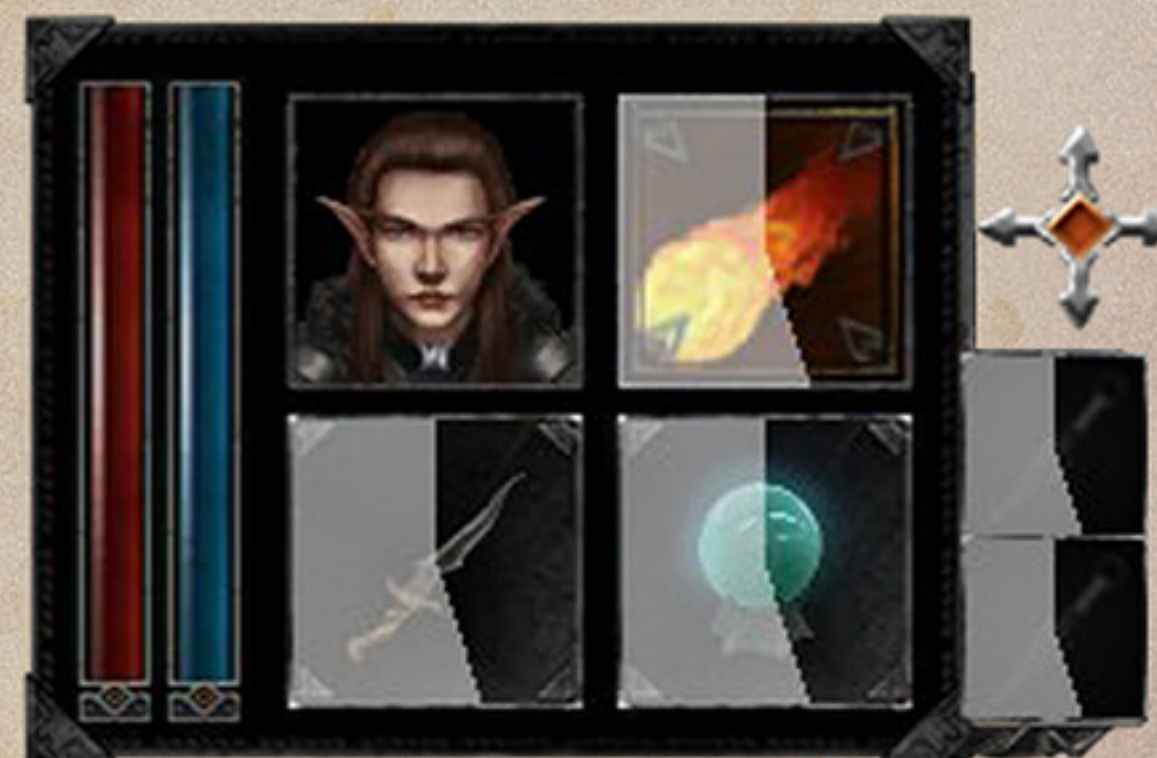
Use "fire runes"



to combine and create a powerful Fireball.



Fireball

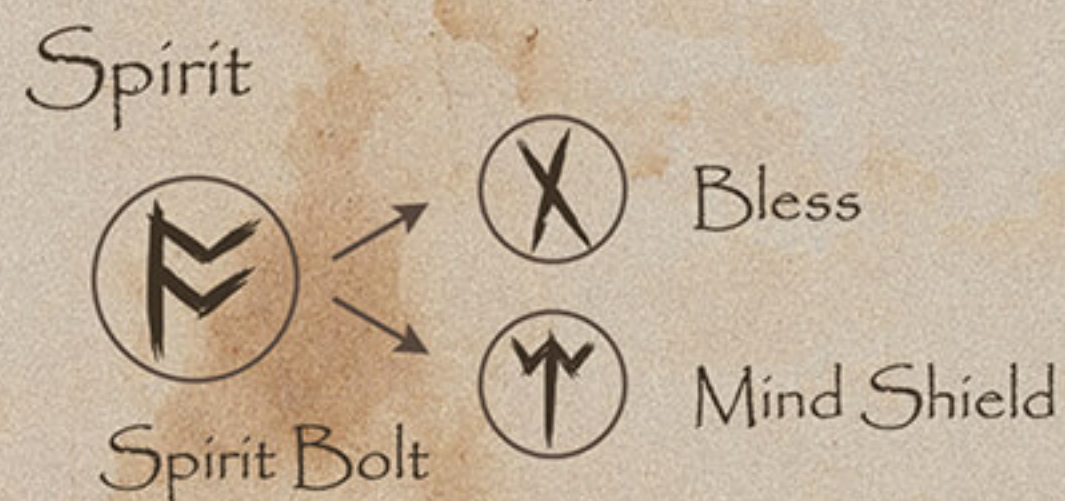


The spellbook becomes the skill icon after casting successfully.
Right-click on the spell icon to re-cast the spell without having to reset.

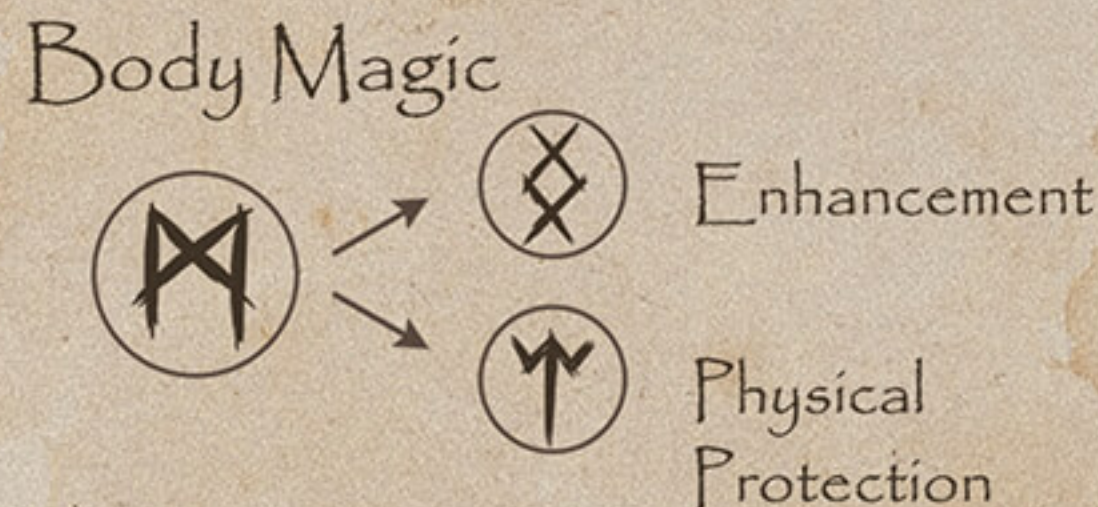
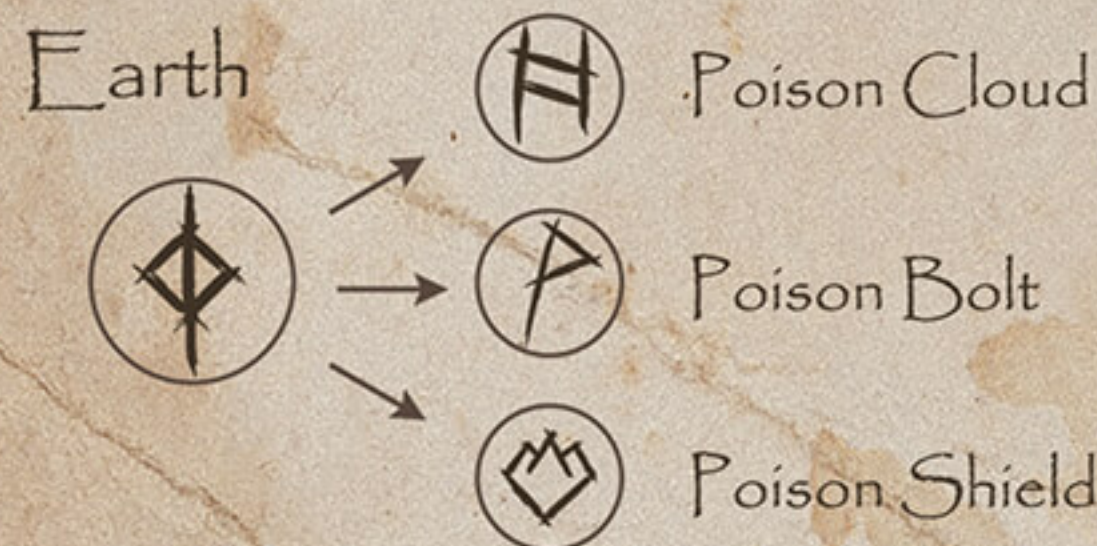
The combination of runes depends on order and type



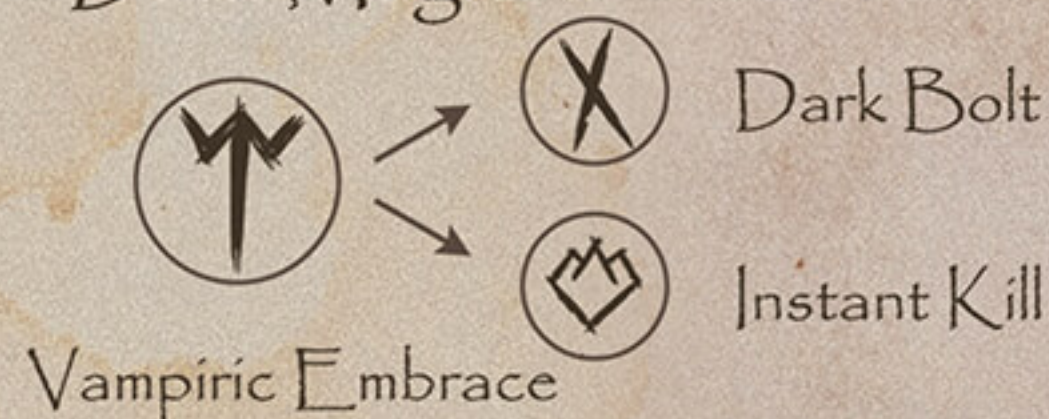
Life Magic



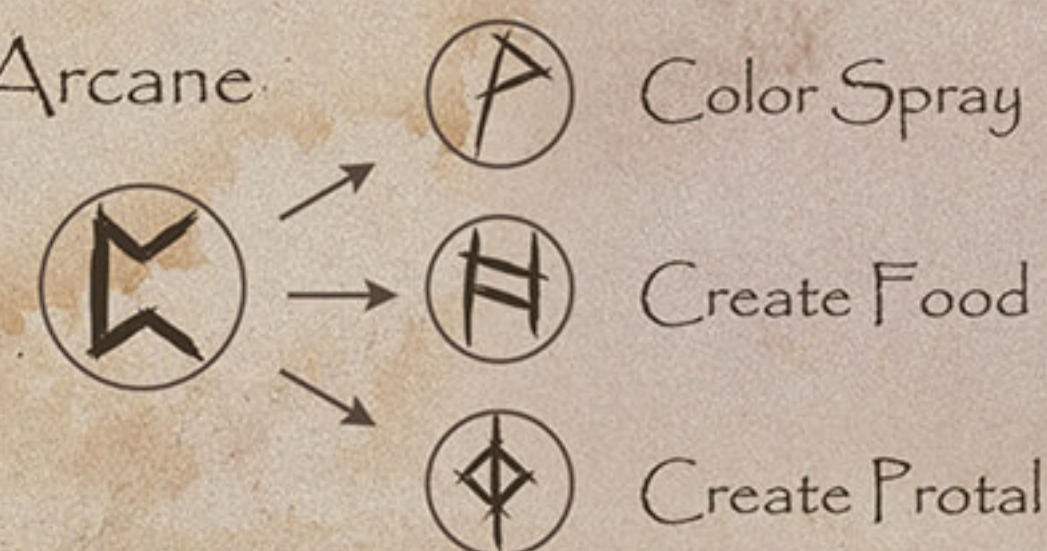
Light Magic



Dark Magic



Arcane



Pressing the [**R**] key can bring you to the status sleep, and a short rest can help restore **HP** and **MP**.



But the dungeon is dangerous. If the player is attacked while sleeping, the damage dealt by the enemy is increased.

When you feel disoriented, you can look at the map.



The **[TAB]** key opens or closes the map

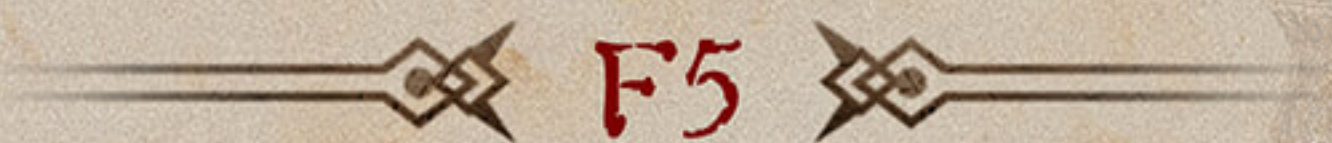
The map is generated dynamically during the game,
and only places that the player has already walked will be displayed on the map.

It's a game of chance and risk, and only the bravest player will end up with the greatest rewards.



Description of common shortcut key

Quick save



F5

Quick load



F9

Display map



Tab

Display back



C

Rest



R